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SEPT #24

NO.1 FOR SUPER NES

STREET FIGHTER MOVIE
WE WERE THERE!

STREET FIGHTER 3
INCREDIBLE NEWS!

SPARKSTER
ROCKET-FUELLED REVIEW!

BATMAN: ANIMATED SERIES
SPOTLIGHT ON THE DARK KNIGHT!

DONKEY KONG COUNTRY
THE INSIDE STORY!

MORTAL KOMBAT II

REVIEW AND KILLER KOMBOS UNKOVERED! EXCELLENT!

GAMEBOY
PROBOTECTOR II
TINY TOONS WACKY SPORTS

Nintendo ENTERTAINMENT SYSTEM
TOP TITLES TIPPED!

SUPER NINTENDO ENTERTAINMENT SYSTEM
THE FLINTSTONES
PITFALL, FATAL FURY SPECIAL

9 770965 426012 60

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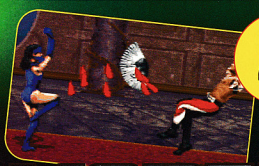
ISSUE 24 SEPT 1994

NOTHING CAN PREPARE YOU FOR OUR AWESOME REVIEW!
NMS goes into total did-you-spill-my-pint mode with our fan-tastic Mortal Kombat 2 review, in which we not only rate this gore-infested cart but expose the full range of moves for two of the hottest characters - Liu Kang and Jax. Excellent!



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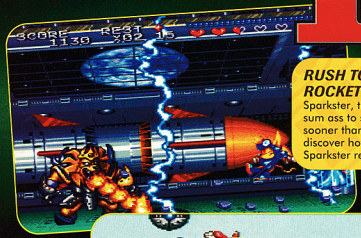
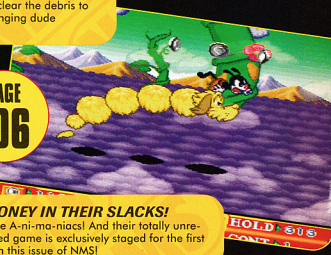
MORTAL KOMBAT II



RUSH TO READ OUR RADICAL ROCKET KNIGHT REVIEW!
Sparkster, the Rocket Knight, scorches his opossum ass to smash through the NMS doors much sooner than expected. We clear the debris to discover how much of a hanging dude Sparkster really is!



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BALONEY IN THEIR SLACKS!
They're A-ni-ma-niacs! And their totally unrehearsed game is exclusively staged for the first time in this issue of NMS!

Disney SOFTWARE

Virgin

It's a dream come true-hoo-hoo.

Disney's

The Jungle Book

VIDEOGAME

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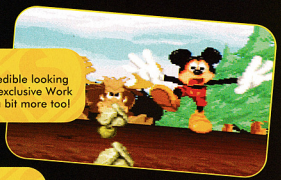
A RARE THING!

The extraordinarily talented programming team Rare discuss their amazing 'Donkey Kong Country' and even more incredible Killer Instinct for the Ultra 64, and why they are so confident about the future of Nintendo. Amongst other things...



ALACAZOOM!

The Mouse returns in a most incredible looking game from Sony Imagesoft. Our exclusive Work in Progress feature tells all. And a bit more too!

STREET FIGHTER - THE MOVIE!

Incredible but true! NMS has had EXCLUSIVE access to the Streetfighter movie set where we met all the top stars and found out some news so smart it'll make your underpants curl! And as if that's not enough check out our SSF2 combo guide. It's too much!!!

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PITFALL

What happens when award-winning Hollywood sound effects and animation teams work together. No, not Terminator III but 'Pitfall: The Mayan Adventure.' Activision's most anticipated release of 1994 is exclusively played revealed in vivid detail!

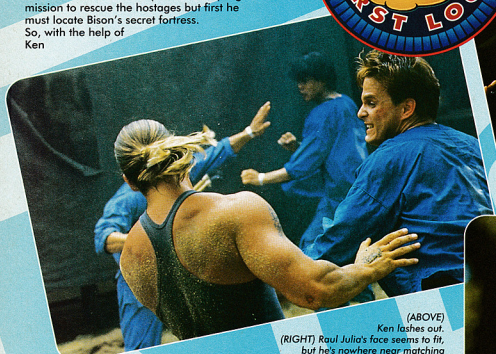
NMN

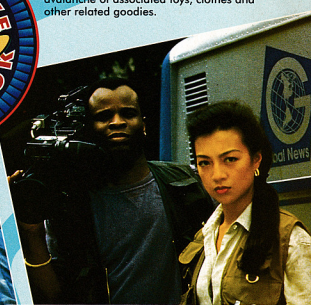
NINTENDO NEWS NETWORK

NMS GOES TO SHADALOO!

Nintendo have announced the game of the year and now NMS has EXCLUSIVE news and pictures on what is sure to be the movie of the decade! We are, of course, talking about the new SF2 movie - Street Fighter: The Battle of Shadaloo. NMS spent an incredible two days at the film set on Australia's Gold Coast where we were allowed access to all areas and, better still, interviews with Steven De Souza - the film's director (48Hrs, Die hard 1 and 2 and The Flintstones, amongst others) and leading cast members including the films major star - JEAN CLAUDE VAN DAMME!!!! More on that next month. Here's a brief rundown of the storyline:
The year is 1995. The setting Shadaloo, Southeast Asia. A ferocious civil war is raging into its seventh month when Warlord, General M Bison (played by Raul Julia of Addams Family fame) brings the crisis to the brink of global conflict and kidnaps 63 international relief workers, demanding a rather steep 20 billion dollars for their safe return. Their alternative - execution within 72 hours.
Colonel William F Guile (Van Damme) is given the mission to rescue the hostages but first he must locate Bison's secret fortress.
So, with the help of Ken Masters and Ryu Hoshi, two down-on-their-luck streetfighters, and his able assistant, British intelligence officer Cammy (Kylie Minogue), General Guile and co. concoct a daring plan to infiltrate the nefarious Shadaloo crime Tong led by evil arms dealer Viktor Sagat.
As the international crisis deepens, Global News Reporter, Chun-Li arives on the scene. But is there more to her than at first meets the eye? Is there something else on her than simply getting the story?
The film should be released in time for this Christmas and is going to be rated at a very user-friendly PG-13. Expect a complete avalanche of associated toys, clothes and other related goodies.

EXCLUSIVE FIRST LOOK





(ABOVE) Ken lashes out. (RIGHT) Raul Julia's face seems to fit, but he's nowhere near matching M Bison's physique!

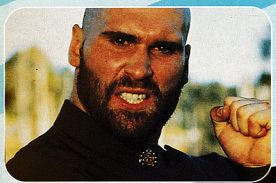
FANTASTIC NEW STREET

NEWS

SHA-ROINKS!!!

You've played the game, read the comic, seen the movie, bought the pyjamas and soon you will be able to own the animated adventures of all your favourite Street Fighter characters when Streetfighter The Movie is released early next year. This incredible manga movie, already a smash in Japan, tells of young Ken's kidnap and possession by the wicked Bison, and, of course, the various rescue attempts by Ryu and co. There's wickedness and tons of martial fisticuff action with spectacular bouts between Chun Li and Vega amongst others.

(ABOVE) Zangief gets it in the neck! Dhalsim summons his immense Yoga powers!



KER-OINKS!!!

As if news of the most eagerly-awaited movie this millennium wasn't enough, NMS can EXCLUSIVELY reveal plans for the next Streetfighter game! Yep, you read us right! The stars of the blockbusting movie are also being filmed against blue-screen backgrounds so that they can be digitised Mortal Kombat-style into the next Streetfighter game. Sources close to Capcom are mentioning the possibility of it appearing on the Ultra 64 (which is due to arrive in our arcades this Autumn), and are even suggesting a release date as early as January next year. It all sounds too good to be true, but even harder to believe is that Capcom would let the movie go without basing at least one game on it. Sleep easy in your beds secure in the knowledge that when any more news becomes available NMS will be there first!

(LEFT) Bison listens carefully to what Zangief has to say. It sounds intriguing but all he's actually doing is cursing his hairdresser in Russian. Dah!

(ABOVE) Left to right: Dee Jay, Chun Li and Honda.

MANGA STREET FIGHTER COMICS!

It's going to be the year of the Street Fighter alright! for ace vid merchants Manga are going to unleash Street Fighter II: The Comic. Already a hit in Japan, the 32-page comics are written and drawn by Masaomi Kanzaki, famous for his Xenon series of manga films. Each issue spotlights one of the characters from the series and includes an A3 pull-out colour poster. The first one features the hero Ryu, is released on August 30th and, for the bargain price of 95p, comes bundled with a sheet of SF2 stickers. So there you go!

FIGHTER GAME NEWS!!

NEWS

SENSATIONAL SONY CINEMATIC SEPTET

LET'S JAM!

Fans of Acclaim's brilliant NBA Jam - and there are millions of 'em - are going to be cock-a-hoop when they learn that Acclaim, God bless 'em, are planning to release the arcade smash hit sequel, NBA Jam Tournament Edition, for the Super NES in time for Christmas. Those familiar with the ace coin-op will already know about the game's improvements over the original. Players now have the choice of three players from each team for their all-star two-man squad . All teams have been up-dated to include the latest stars, so Shaq is at last in there. Naturally there is more speed, a brace of new turbo slam-dunks and a host of new, secret characters to play around with including some familiar faces from Mortal Kombat and even Godzilla! You won't have to wait that long to see more on this potential blinder as NMS will be carrying the EXCLUSIVE work in progress in our very next issue. We're a bit good like that, you see.

(ABOVE) *BRRR! Totally chilling isn't it! What the chuff is it, anyway? It looks like a manky old hand in a ship's porthole.*

Blimey, Sony have gone movie crazy! This month they have announced not one but SEVEN new games based on movies new, old and not even released yet. First is Flintstones the Movie which readers can see in our EXCLUSIVE work in progress later on this issue. Sony also have the rights to the forthcoming Frankenstein film starring our own dear Kenny Branagh and Robert "not a psycho" De Niro. Addams family Values is the next one and is set to be a cross between the dusty old Festers Quest NES title and the ace Zelda games - sounds cool. Then they have Double Dragon V, itself an upcoming cinematic release, which, as the screenshots will confirm, is a beat 'em up. Then there are two films of which relatively little is known - No Escape and Three Ninjas go to Japan. Hmmm. And lastly but, believe us, by no means least is Jurassic Park 2 which is so advanced they haven't even started to make the movie yet. NMS where exclusives take their dogs for a walk. Probably.

KARTUNE KORNER!

We always manage to find a bit of space to tell you about the new manga releases. Maybe it's because those kind souls at Manga send us copies of the videos in advance. This month we have two new titles to drool over. First up is The Guyver data 5: Death of the Guyver, in which Commander Gyou develops a Zoanoid with a fearsome enzyme weapon capable of disintegrating the Guyver's armour - yoinks! Secondly there is the first of the two-part Tokyo Babylon mini-series which is about blood and death and general sinning on the streets of a future Tokyo. Both vids are 15-rated with Guyver coming in at a reasonable £5.99 and Babylon at £8.99. Both should be in the shops by the end of the month.

FIGHT LIKE CATS AND DOGS

Blimey! It's not enough that the streets are full of people fighting, now pets are getting in on the act too. Or so Gametek would have us believe in their forthcoming Super NES release, Brutal: Paws of Fury. The game has as its main combatants 10 different animals ranging from Thai Cheetahs to Kung Fu Bunnies. each, of course, having their own special moves. Gametek reckon that this will be a little different to other beat 'em ups, though, as certain moves will only become available as players progress further into the game. They will then get a code so that they can start the game with all their newly-learned moves any time they blimmin' well want to. Full preview next issue.

YOU'LL BE RIBETED!

As anyone who owns a PC will doubtless tell you there have been two games that have been setting the machine alight of late. One is Doom - looking somewhat like a fab version of Wolfenstein. The other is Theme Park. Alas there is no sign as yet of the completely brilliant Doom, however Theme Park is well and truly on the way thanks to developers, Bullfrog. The game itself is heavily strategy-based and sees the player building up a theme park from a rather crap swings and roundabouts affair to a mighty eighth wonder of the World type full of rides that whiten your knuckles just looking at them. Incredibly, practically every aspect of theme park management can be tinkered with - right down to the amount of salt the punters get on their chips. Also, each customer has his or her own opinions and needs that need catering to. Theme Park was tremendous fun on the PC, we'll have to wait until early '95 to find out how good the Super NES version is. I can't wait!

"A magical and highly polished piece of software that undoubtedly remain as timeless as the film."
"A magnificent game."
"The whole game exudes quality."
SUPER GAMER 90%

"It's got great graphics, top tunes and challenging levels."
"The platform game of '94." SUPER ACTION 93%
TOTAL 90%

Disney SOFTWARE

Disney's The Jungle Book VIDEOGAME

Virgin

MEGA DRIVE | SEGA game gear | SEGA Master System | Nintendo | SUPER NINTENDO ENTERTAINMENT SYSTEM | GAME BOY

Screen shots may be taken from a different format.

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The Jungle Book © Disney Published in 1994. Virgin Interactive Entertainment (Europe) Ltd. All rights reserved.

EXCLUSIVE FIRST LOOK
DARKSTA
The Night Wa
SPIT, BURN, PARALYZE, PUNCH..
Each of the ten fighters is unique, absorbing the influences of ancient legend by creating Vampire, Bigfoot, Werewolf, Zombie, Succubus, Mummy, Frankenstein, Cat Woman, Merman and Samurai. Coupled with this, their imaginations have run wild as far as fighting techniques are concerned.
The unimaginable power

GARY'S GOSSIP SPECIAL

Streetfighter II is still sitting pretty as the king of games. Perhaps only its creators, Capcom, can topple it from the throne. Their latest one-on-one combat game is Darkstalkers and it looks like a serious contender.

Have you ever wondered why most of the 'streetfighting' seems to take place during the day? Perhaps it's because at night there are monster warriors of such power and evil that they put the streetfighters to shame. Meet the Darkstalkers: ten super-natural warriors with equally supernatural powers. They're fighting styles range as much as their looks and each of them overflows with special attacks that have to be seen to be believed.

CAPCOM DO IT AGAIN!

Employing the knowhow picked up from developing Streetfighter II, Capcom have created a game with more than four times the graphics and sound of its esteemed predecessor. Its 15,000 animation patterns put it well out in front of SF II Turbo even. The backgrounds are enormously varied and have a distinctly 3D feel to increase the realism. The fighting itself is spectacular, involving four dimensional punches, fire, ice, unbelievable moves and a whole load of other breath-taking action.

REALISTIC MOVEMENT AND SMOOTH ANIMATION!

TAKE CONTROL OF LEGEND'S MOST FEARSOME MONSTERS!

USE SPECIAL ATTACKS TO POWER UP THE DEATH BLOW!

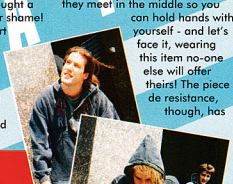
of the dark is unleashed!!

Nintendo

PEOPLE SYSTEM

COOL OR FOOL?

Let's be honest about this, we've all done it at some time or other - bought some item of clothing that looked absolutely great in the shops only to get it home and realise that you should have bought a large paper bag instead - to wear over your head to hide your shame! We're talking about the sort of fashion disasters that you sport proudly for a fortnight before you realise you're not being avante-garde at all, and are in fact the subject of much merriment at the local primary school. You know the sort of thing - the lime-green and purple shell suit, Troop trainers, the MC Hammer trousers... The list goes on, just long enough in fact to include our own, dear Paul Davies and his hooded top. Witness, if you will, the way the garment is cunningly dyed to look as if it has undergone a million washes - and in such a fetching shade of dishwater grey too. Marvel at those pockets - they meet in the middle so you can hold hands with yourself - and let's face it, wearing this item no-one else will offer theirs! The piece de resistance, though, has got to be the logo. What does the XR RD mean? What are those roman heads looking at? Did they have to put it on the front (twice), back and sleeves? I mean, no-one forced them sure-ly! And no-one forced Paul to buy this tasteless item - not even his mum! He bought it because he thought it made him look "rugged". Incredible isn't it? He still maintains that it's a cool "rave" top too. Someone tell him - please!



We've all got a mis-guided mate like Paul so,hey, let's expose the silly chuffers before they do it again!. Send your pics in to WE ARE THE FASHION POLICE! STOP IN THE NAME OF DIOR, NMS, PRIORY COURT, 30-32 FARRING-DON LANE, LONDON EC1R 3AU. There'll be a prize for the most tragic fashion 'no-no' we receive.

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URCHIN GRAHAM MANGION

THANKS TO CAROLINE STOKES, DARREL JONES -AGAIN, CAPCOM, JON SLOAN, JANINE AT ACTIVISION, RARE, ALL OUR MUVVAS AND THE MARVELLOUS TERRY SCOTT, MATHEW BOORMAN, THE MIGHTY MORPHIN POWER RANGERS FOR SAVING THE WORLD! OH, AND ANGELA FOR SAVING GARY'S WORLD.

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NMS Guide to talking "Ga". Pt 1

Welcome to the wonderful and frightening world of Gary Harrod, a world where the slightest utterance or gesture have meanings far beyond the comprehension of most mortal men. In this, our first lesson we'll tackle the basic expression of pleasure. Firstly, repeatedly criss-cross your hands making sure to keep the fingers quite stiff and say, with your top teeth on your bottom lip "VUDD VUDD!". In cases of extreme joy, students may want to finish off with a high-pitched "SHAROOO" or two. He does all this, honest. Next month Gary Harrod questions your parentage.

NMSPD BLUE

It's time for a realistic fly-on-the-wall documentary on how exactly the NMS Police Department goes about securing justice to the thousands of innocent gaming victims that flock into the reception area every day. Whether they're sporting bullet wounds, seeking asylum from one of the ruthless gameland bosses, or simply after some support and advice on how to survive on the levels, the NMS cops are there.

ANDY MCVITTIE: DA BOSS

Also tagged 'Chief', 'the Cheese', 'Sir' and 'the Old Man', Andy spends most of the time in his office smoking huge sofa-sized cigars and abusing people down the phone.

Ocassionally Mayor Kelly turns up and Andy has to ward off threats of hostility from the crew who don't take kindly to 'pencil-neck pen-pushers' in the office. Andy has to deal with the political corruption of those on 'the right side' as well as the filth on the streets. He doesn't see a lot of street action these days but he's still a craftsman with the .45 macintosh.
CURRENT FAVE GAMES:MORTAL KOMBAT II, SUPER METROID, DARK STALKERS
FAVE TV COPS:PC PLOD. THE BOSS WOMAN FROM THE BILL

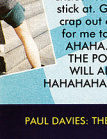
NMS LIVE AND DIRECT!!!

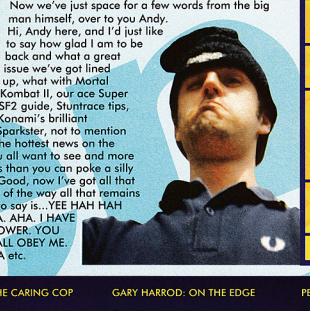
Ladies, prepare to throw your undergarments! Gentlemen, prepare to throw, umm, whatever comes readily to hand, because the NMS crew are taking the stage at this year's show-to-end-all-shows - LIVE '94. Yes, it's almost too good to be true isn't it - we certainly can't believe it - the NMS crew, even Gary, will be hosting a day of Nintendo-related frivolity. We'll be there, along with CVG, Mean Machines and our other magazines who will all be hosting similarly fab events on all the other days. Be there or suffer an eye-watering chinese burn. LIVE 94 is at London's Earls Court from 20-25 September.

WELCOME BACK ANDY!

What's going on! First he complains and leaves - something about no good games - and now he's stolen Tim Boone's, erm, 'Throne' and proclaimed himself Editor of NMS. Who does he think he is, this Andrew McVittie! Listen, mate, just 'cause you're Editor now doesn't mean you're the first to play Donkey Kong Country when it comes in, right! And NO, you can't borrow Stunt Race FX for the weekend. Welcome back, Andy. Now we've just space for a few words from the big man himself, over to you Andy.

Hi, Andy here, and I'd just like to say how glad I am to be back and what a great issue we've got lined up, what with Mortal Kombat II, our ace Super SF2 guide, Stuntrace tips, Konami's brilliant Sparkster, not to mention the hottest news on the movie you all want to see and more exclusives than you can poke a silly stick at. Good, now I've got all that crap out of the way all that remains for me to say is...YEE HAH HAH AHAHA. AHA. I HAVE THE POWER. YOU WILL ALL OBEY ME. HAHAHAHA etc.





RATINGS GUIDE

96–100 Ahhh!..A drowsy numbness pains my senses, as though of hemlock I had drunk. Oh how sweet! I fear I shall faint amid the luxury of excessive pleasures! Thou art the cause of my happy madness. An ecstasy of perfection! Ahhh!...

91–95 Shall I compare thee to a summers day? Thou art more lovely and more temperate. At night you steal the glow of jealous stars and leave me drowning in sublime darkness!!! ANY GAME SCORING ABOVE 90 PER CENT IS IMMEDIATELY AWARDED THE NMS SEAL OF QUALITY. THESE GAMES ARE NMS RECOMMENDED AND ABSOLUTE MUST BUYS.

86–90 You hold a special place in the chambers of my heart. My soul you fill with faith and hope. And if I should die in battle's passion, my blood smeared red on alien swords, my dying breath will swear your grace!

80–85 You possess a most alluring nature that boils the blood and burns the spirit! In your unassuming modesty I find a feast of joys!

70–79 With you I can find happiness. But always in me the spirit wonders towards pastures beyond you. I love you my sweet but not with youthful passion. More with a wisdom that surrenders to a melancholy sun.

60–69 It is often that you make me smile in wonder at your mystery. Yet I am tortured by your malice and those moments of no respite, when all of your capricious love offers me no comfort, only ceaseless torment.

50–59 Ha! Thou fatal creature! I have suffered amid your betrayals before. Like a fox, sly and deceitful, you hunt out my frail heart only to devour it in merciless sport! Be gone harlot!

40–49 Sir! You have the eyes of a wicked man. I'll wager that behind those eyes lurk a dark heart. You sir, would take pleasure in the ruin of a pious man! Shame on thy father!

30–39 GAMES SCORING BELOW 40 PER CENT ARE IMMEDIATELY AWARDED THE NMS KIPPER OF COMMISERATION, THE ACKNOWLEDGED BENCHMARK OF BADNESS
30-39:Stand aside sir! I am a gentleman and a scholar, but the beast rises fast in me! I warn you sir, stand aside or I shall run you through and find no regret in my bloody sabre!

20–29 Like a minion from the devil, you have tempted me with opium dreams, only to watch with wicked eyes the beggar you have made of me! Thief! With evil intent thou stole my soul, and left me to die, blasted upon the shores of corruption!

0–19 Mary had a little pig, she couldn't stop it grunting..!

PAUL DAVIES: THE CARING COP

He joined the team for one reason only - to do some good. He still finds it hard swallowing all the free lunches from Software Houses looking to corrupt him.

Although he's reknowned as 'untouchable', he has a soft spot for some of the cuddly characters that turn up on the NMS doorstep. He took in the homeless thief Kirby and is always there when out of work plumbers are in trouble.
CURRENT FAVE GAMES:STUNTRACE FX, DONKEY KONG '94, ANIMANIACS, DARKSTALKERS
FAVE TV COPS:CHIPS, BONKERS

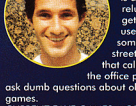
GARY HARROD: ON THE EDGE

Gary is mean and moody and rarely engages in any of the office banter. Instead he spends most of the day tightening his 15 bullet belts and staring suspiciously at everyone as he loads the 466 guns he keeps on and around his desk. Whenever he's called in to see 'Da Boss' about some stunt he pulled on the page layout of the Mag he normally hands in his resignation only to reclaim his job the next day by threatening Andy with his favourite 5mm Snub-Nose pistol.

CURRENT FAVE GAMES:MORTAL KOMBAT II, DARKSTALKERS, STUNTRACE FX
FAVE TV COP:SPENDER - WHO ELSE!

PETE BARRELL: THE ROOKIE

Being the newest member on the team, Pete tends to suffer at the expense of the more experienced cops. Gary has taken him under his wing and is teaching him in some of the more 'crazy-but-gets-results' design techniques. Pete is also reluctantly getting used to some of the street scum that call up on the office phones to ask dumb questions about obscure games.



CURRENT FAVE GAMES:MORTAL KOMBAT II, SUPER BOMBERMAN II, SUPER PROBOTECTOR
FAVE TV COPS:KOJAK, OFFICER DIBBLE

GRAHAM MANGION:STREET PIMP

Brought up among the rough and tumble of the Lower East Side, 'the Crafty Cockney' as he's known is the closest NMS have got to a word on the street. Easily bribed with the promise of savelovs confiscated from some of the city grease-food-cartels, the street-smart Mangion now rabbits regularly to the team giving them invaluable information about who's big in Gameland and how to get to them.

CURRENT FAVE GAMES:MORTAL KOMBAT II, STUNTRACE FX
FAVE TV COPS:MISS MARPLE, 'THE FUZZ' FROM GRANGE HILL.

It's time to

NAVVIE

THUG

GENTLEMAN

take apart monsters

take apart deadly hordes

To take apart

THE CHAOS ENGINE

FOR THE SUPER NES

take a part

BRIGAND

SCIENTIST

MERCENARY

take apart ghouls

take apart armour-plated fighting machines

The Chaos Engine

AND THE MEGADRIVE

MICROPROSE

THE BITMAP BROTHERS

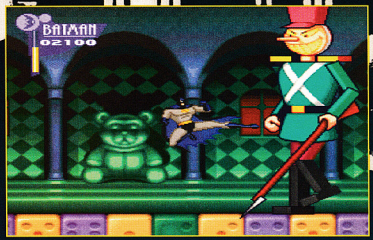
PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

BATMAN

Expect plenty of bright days with the Dark Knight as Konami get set to release Batman: The Animated Series. In true Batman fashion, NMS are the first with the word on the crime-ridden streets, and are here to clean up all the cheap speculation with this exclusive four page preview...

The D.C. Comics superhero is back again, this time in Konami's conversion of the Warner Bros. cartoon series, and it seems that the software stars show no signs of losing form. They've brought in Warner Bros. own animators to supervise this conversion to the Super NES making it as impressively realistic as possible. Fans of the cartoon series will notice how close Konami stick to it, incorporating all kinds of action into the game be it platform beat em' up chaos, chases in the Batmobile, or puzzling mazes.

The screen shots give you an idea of how good the graphics are and we can tell you that the animation is likewise, very professional. The game is huge. There are a whole number of episodes on each stage, and eleven stages in all that see Batman adventuring across the entire seedy landscape of Gotham City from the gutters of its rotting streets to the summits of its lofty skyscrapers.



BATTLE THE JOKER ON THE TOWER OF TER

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The Dark Knight Returns in

SUPER NINTENDO ENTERTAINMENT SYSTEM **PREVIEW**

EXCLUSIVE FIRST LOOK

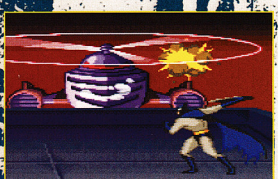
BAT BODY LANGUAGE

If you're thinking of becoming a superhero it is important to remember how essential a good standard of strength and fitness is. Take Batman for example. Even when he's not using one of his gadgets in his defence he can throw a good punch or kick, do a rolling attack and even grapple his enemies. He is also able to defend himself from attacks by shielding himself with his cloak.

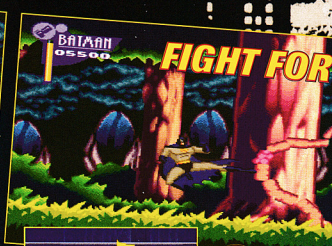
The Animated Series

(ABOVE) It's time to face the Joker in a deadly one-on-one confrontation in which only one can survive. Holy untimely endings Batman!

★ BASED ON DC COMICS GREATEST DETECTIVE!
★ 10 MASSIVE LEVELS TO EXPLORE!
★ TAKE ON GOTHAM'S DEADLIEST CRIMINAL MINDS!!



his greatest adventure ever!



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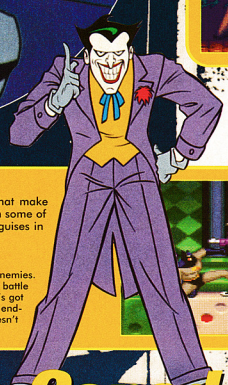
POISON IVY

Using her botanical skills to exact revenge on the planet, Poison Ivy is hiding out in her lair at Gotham Woods. To protect herself, she has assembled an army of warped horticulturalists and cultivated some huge mutant plants including a giant Venus Fly-Trap.



ENTER THE BADDIES

Expect to see all of those nasty familiar faces that make Batman the good guy he is. Here is a lowdown on some of the villains to watch for and their respective evil guises in the game:

THE JOKER

Arguably the most arched enemy of Batman's arch enemies. The Joker is in the game from the start, Batman doing battle with him on the rollercoaster at the Gotham Circus. He's got some robotic doubles with machine guns, a seemingly endless supply of bombs, and the ole' rib tickler just doesn't stop cackling.

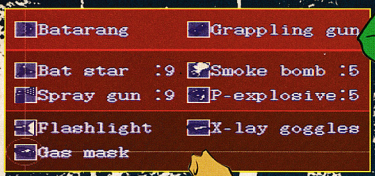
Take the Caped Crusader

YOUR LIFE AGAINST THE PLANT HORRORS!

(BELOW) Unable to face Batman alone, Poison Ivy calls upon the assistance of her pet mutated Venus fly trap. AAAARRGGHHHHHH!

THAT'S 'ANDY 'ARRY!

Batman has at his disposal a number of clever gadgets bought with by his Bruce Wayne millions. He has Batarangs in endless supply, smoke bombs and ninja stars to use in his attacks. For general use, Batman has his grappling hook that can succeed in getting him out of a whole number of sticky situations. At other times he may have to make use of the flashlight, the X-Ray specs and the gas mask.



THE RIDDLER

The mastermind behind the most puzzling crimes, The Riddler has taken the incorruptible Commissioner Gordon hostage and awaits the entrance of Batman into his huge maze. Here, the Dark Knight must solve a variety of puzzling propositions to save one of Gotham's finest.

SCARECROW

Ex-professor Jonathan Crane has donned his macabre rags and is flying over Gotham City in a huge airship. So it's time for Batman to take to the Batplane and do battle with the straw-man among the clouds.

ALMOST THERE...

The game is about 90% finished, although there is still some polishing to be done on later levels, Konami throwing in more crooks and surprises to test even the best players reflexes. The game completed is set for release around November, just in time to catch the Christmas market! My! - they're shrewd devils down at Konami!

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on the fight of a lifetime!

PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

Following our Super Game Boy coverage in issue #23, this month the Mighty Morphin Power Rangers are staking a claim on the Super NES. Have Bandai succeeded in morphing the spectcular television series into an action-packed game? Here's our preview lowdown...

For those unfamiliar with the series, it shouldn't take that long to get the drift. Another day another Earth invader. This time it's the evil Rita Repulsa with the power complex and she is determined to see all Earthlings bow to her supreme will. Of course, like all great tyrants, she inadvertently succeeds in inspiring great heroes. This time it's the Power Rangers, a band of five brave souls empowered by the spirits of dinosaurs.

The game allows one player to save the world with one of the five heroes, each in possession of highly tuned fighting skills and their own unique morphing ability. Power Rangers is set out over seven stages of beat em' up action where players encounter all of Rita Repulsa's minions in the battle between good and rather warped. All of the usual platform beat em' up extras are there like the pick-ups hidden under barrels and boxes, the chance to kick, punch and throw enemies. To keep the action furious, Repulsa's cohorts appear in an endless stream from just about everywhere as the game progresses!

GO TO IT TEAM!

Once morphed into a Power Ranger each teenager makes use of their personalised power weapon to defend themselves. Billy sports a three-pronged weapon called a Power Sai, Trini uses Power Daggers, Jason as the leader naturally has a huge Power Sword, Kimberly attacks from a distance with her Power Bow and Zak makes the most of his Power axe. Together, they're quite a powerful bunch!

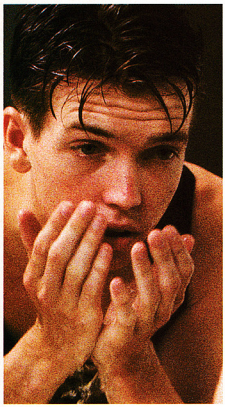
EXCLUSIVE FIRST LOOK

(BELOW) *Billy calls upon the awesome power of his Triceratops Dinozord! Shing!*

THE BOMBS BEFORE TIME

Using the power of their respective prehistoric alter egos, the Power Rangers also possess two devastating bombs. When the player decides to use it, all of the energy of the prehistoric monster is summoned up to destroy the enemy. Needless to say it is best to save using such an asset until it proves absolutely necessary. Expect a review of range and power next month.

YOU WON'T SEE ME WITH SPOTS.



Getting spots was no big deal. But given the choice, I can live without them. It's been a while since I've had one. Nowadays I use Oxy* Clean Facial Wash.

Twice a day, morning and night – no more soap and water for me. First, I wet my hands and clean them thoroughly with Oxy Clean Facial Wash. Then I lather up some more and rub it all over my face before rinsing it off.

That's it. That's all you need to know about how to get clean, healthy skin. And how to keep it that way.

Of course, even when I'm really careful a persistent spot can slip through the net. And if one does, I just use some Oxy 10. But I hardly ever have to.

HARDLY EVER.

Always read the label. Oxy 10 contains Benzoyl Peroxide. *OXY and OXYCUTE 'EM are trademarks.

OXYCUTE 'EM!*

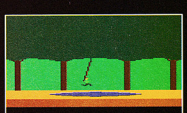
PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

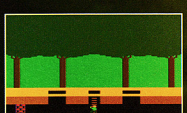
PITFA

THE MAYAN AD

Whether it's books, cinema or video game, the longest you can expect to wait for a sequel to any given success story is about five years. Otherwise everyone has just plain forgotten what all the fuss was about. Activision's 'Pitfall: The Mayan Adventure' is a sequel twelve years in the making!

So what is 'Pitfall!,' because it's likely someone reading this wasn't even born in 1982! At the time of its success Atari were the biggest name in the video-game industry - Nintendo were yet to excite with their cool Entertainment System. 'Pitfall!' was one of the first platform games ever written for the Atari 2600, indeed it was one of the first games of its kind EVER! Naturally 'Pitfall!' became a huge success story. In it players control an anonymous character who traverses a perilous jungle landscape beset by crocodile swamps, chasms requiring vines to swing over them and all manner of, you guessed it, pitfalls. In truth there have been two sequels already: 'Pitfall II: Lost Caverns' in 1983, again produced for Atari, and 'Super Pitfall' four years later released - at last - for the NES. In each case nothing changed much .So what's the big deal with 'The Mayan Adventure' in 1994?

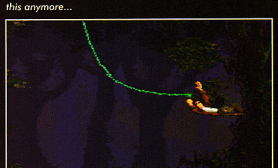




(ABOVE) *What a treat - it's the Atari 2600 game and its in this version too. Eek! They don't make 'em like this anymore...*

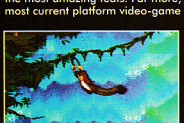
IT'S ENORMOUS!

Apparently it takes more memory to make the new improved hero of Pitfall run from area of the jungle to another than it did to run Atari's original 'Pitfall!' in its entirety. Well, of course! But even so 'The Mayan Adventure' comprises of 14 different scenarios through which the heroic explorer battles, each one hiding many alternative routes and other mysteries - including a fully-playable version of the original Atari 2600 game!



THE ORIGINAL HERO

Harry Junior is the son of Harry - star of the original 'Pitfall!.' Throughout this Mayan Adventure he is called upon to exercise the most amazing feats. Far more, in fact, than is expected of most current platform video-game heroes. Harry Jr can...



(RIGHT) Monkey Swing - with precision timing.

(LEFT) Death Slide - using his sling as a support.

(LEFT) Skateboard - with Harry Jr peddling hard to maintain speed.

(RIGHT)Bungee Jump - so it's a good job Jr isn't carrying a pocket full of change!

AWARD-WINNING SOUND BY SOUN

(RIGHT) Harry discovers the mythical Mayan deodorant plank of Thanggarossi

HOORAY FOR HOLLYWOOD!

Top Hollywood animators, Kroyer Films, have collaborated with Activision to produce what are, hopefully, the most amazing animations ever seen in a home video-game. This ambition is looking extremely likely since Kroyer Films won an award for their outstanding work on the animated feature film, 'Fern Gully.'

EXCLUSIVE FIRST LOOK

ALL VENTURE

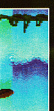
THE MOST LONG-AWAITED SEQUEL OF ALL TIME

AMAZING ANIMATORS OF 'FERN GULLY'

(RIGHT) Harry Jr Power Slings his merrily-animated way over yet another pitfall.

HEARKEN TO HARRY JR

The Mayan Adventure is able to command attention even without the aid of outstanding visuals, as Harry Jr gets to jump and swing to meticulously composed music and authentic sound-effects. The sound effects are the work of Soundelux Media Labs, made famous for their explosive 'Cliffhanger,' 'Home Alone' and 'In the Line of Fire' projects.



TOO GOOD TO BE TRUE?

Not at all. The fact 'Pitfall: The Mayan Adventure' is being produced in collaboration with two of the world's leading animation and sound production teams really shows. Jungle Fever is set to strike in November, for sure!

SOUNDELUX 'CLIFF HANGER' MEDIA LABS

PREVIEW GAME BOY

However unlikely it may seem, a near perfect conversion of Super Probotector is being prepared for the Game Boy. Probotector II adds to the long line of titles being produced with the Super Game Boy in mind. Is such a spectacular feat of programming possible?

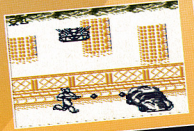
(LEFT) *Oh no! I think I've left the washing out!*

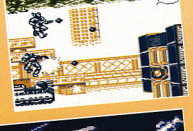
PROBOTECTOR 2

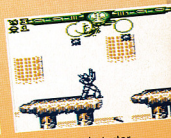
It is the year 2636 and while things on planet Earth may look like they've changed, they're are much the same. British Intergalactic Rail now has trains that run three years late. Deep-pan pizzas are measured in leagues and fast food means skipping a meal. The quiz show 'Going For Gold' is in its 600th series and the program's creators are still trying desperately to link the holiday to the gold motif of the show's title, and the latest pop sensations are Take This! which features five dreamy Gurgle-Hogs from the planet Scumbag.

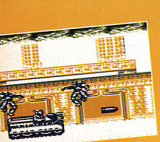
But Earth's place among the cosy habits of the galaxy is suddenly under threat when a band of aliens decide that the decay of their civilisation is due to the galactic import of Australian soap operas. Having reached this conclusion only one action is open to them; total annihilation of Earth. Fortunately, before they can complete the job, a band of surviving scientists prove that a human beings mental faculties can extend beyond devising soap opera plots by creating The Probotector.

- **INCREDIBLE 16 BIT-STYLE GRAPHICS!**
- **BIG BOSSES AND BIGGER WEAPONS TO WASTE 'EM WITH!**
- **CORKS! IT'S EVERY BIT AS GOOD AS THE ORIGINAL IN FACT!!**









Amazingly, Probotector is an almost perfect conversion of the Super NES original. It features five tricky levels, three from a side-on persective and two from overhead. Naturally there are plenty of enemies to blast all seven shades out of, including the hu-uge end-of-level bosses. Due for release this Autumn, Probotector II looks set to be the best blast em' yet seen on the 'Boy. More, of course, in our full and TOTALLY EXCLUSIVE review next month.

(RIGHT) *Even the bosses are meaner! This level two scum is almost unbeatable!*

GUNNING FOR GLORY

Like most games of this sort the player starts off with a weapon not too dissimilar to a broken school biro with chewed up bits of paper as ammo. Not really the sort of kit you'd want to go against the massed forces of Thargoon - 7 with. Good job, then, that Probotector II gives the player more than ample opportunity to trade up to more suitable apparatus like smart bombs, homing missiles and a fullyrotating flame-thrower. And believe us - you're goona need 'em. Alas, when the inevitable big bosses appear there is no clean underpant option...

ARDY LIGHTFOOT

He's a fluffy marsupial named Ardy, he has a particularly useful tail, and he hangs out with a floating blob who eats baddies. All the ingredients, you might think, for another cult character on the Super NES. But have Titus found that elusive balance between cute and cool?...

Kitted out in a pair of dungarees and shiny red boxing gloves, Ardy Lightfoot sees the eponymous hero embark on a journey through his homeland in search of the missing bits of a sacred tablet that, if recovered, grants wishes. Accompanied for much of his journey by what looks like a Pac-Man reject, Ardy travels through mines, burning towns, caves and ancient ruins in search of the ancient tablet pieces.

There are plenty of blob-like enemies to thwart the pouch-produced hero, and some puzzling dilemmas that require more than simply sharp reactions. Due out this Autumn, Ardy seems fresh faced enough to make a smash impression this Christmas.

EXCLUSIVE FIRST LOOK

(RIGHT) The game is littered with crazy intermission sequences, like this one in which a crazy explorer challenges Ardy.

AN INTERESTING TALE

Like a certain rocket-packed fellow of the same species, Ardy has a very useful tail. What he does most effectively on it is spring up to otherwise unattainable heights. It is also useful when it comes to some tricky situations with end-of-level bosses.

(BELOW) Friend or foe? This creature looks an awful lot like Ardy's bouncy buddy...

HEY! YOU FOLLOWING ME?!

Call him what you will, this floating fatso is just about the best asset Ardy has. When Ardy suffers an attack, the blob-boy unfortunately disappears but open the nearest chest and he'll pop out again to gobble up any enemies utilising his voracious appetite and snappy jaws.

(BELOW) Ardy's weirdo helper is dispatched to deal with whatever danger lurks ahead in the mines...

PREPARE FOR MARSUPIAL MAYHEM!

PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

Yes it is another race game but UBI Soft have decided that it's about time fans of the genre got to share the experience with a few more friends. So on to the track comes Street Racer, a title set to promote gaming quartets at every console!

The most exciting thing about Street Racer is that it is capable of keeping four players happy at once. Most people are familiar with using a split-screen in racing head-to-head, but Street Racer enables competitors to compete four at a time by, quite obviously, splitting the screen in four!

More than just a race game though, Street Racer incorporates some fighting fun as well, with each character's vehicle armed with special weapons and capable of unique moves. There are a variety of modes of play to choose from as well, be it the Championship where players try and win the Bronze, Silver or Gold Cup, the Rumble involving players in more fighting orientated dodgem action, the head-to-head where the multi-player frivolity ensues, or (and this really is strange!) players are free to do away with the vehicles altogether and engage in a game of anarchic soccer!

Street Racer is surprisingly only an 8-Meg cart, and although it doesn't use the DSP chip like Mario Kart, it pushes the Super NES's Mode 7 technology to the limit. At the 'glitch' removing stage presently, UBI Soft intend to release this in November and we'll keep you informed of the lap times as and when we get them!

STREE RACER

LAWS OF THE TARMAC JUNGLE

As has been mentioned, the game includes eight characters, each unique in themselves and their vehicle. It isn't simply the vehicles that come equiped with weapons though, the characters are free to make use of their own muscle with punches, grapples and a variety of unique moves to tackle equally aggressive opponents.

VIDEO PLAYBACK WITH MULTIPLE CAMER

FOUR-PLAYER SP

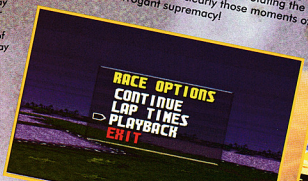
(RIGHT) *Booh-hoo Suzulu! The warrior racer is crest fallen after being swiped out of the race.*

(FAR RIGHT) *The Street Racers jostle for position in a three-player battle.*

(LEFT) *Before each race drivers may preview the circuit in full so they know what to expect. It's possible to zoom in on any area of any track from any angle. Brilliant or what! This is presents a fairly cheesy way of searching for short-cuts. Kind of takes some of the mystery away really.*

GLOAT AND HUMILIATE

It isn't unusual these days to get replay facilities on all kinds of game, but Street Racer enables victorious players to gloat over their success and humiliate their underlings more effectively with its video playback option. Replay the entire race, changing the view from one car to another, and rotating the angle in order to see most clearly those moments of expertise and arrogant supremacy!



(LEFT) *Amazing kind of background, or what! This is Surf's locale - Sidney, Australia. Obviously this particular circuit isn't old Hodja's forté. C'mon, man! Get a grip!*

(ABOVE) *All Street Racers are allocated a race circuit that caters for their unique brand of racing technique. This means it's possible for characters to excel in at least one race during any given tournament.*

(ABOVE) *In Rumble Mode a maximum of eight drivers enter an arena with the intent of knocking each other out as quickly as possible. It's flipping mad, this game!*

AND THE CONNECTION IS?

Street Racer contains a Soccer Mode that uses all of the characters in a crazy no-rules-apply soccer match. Using only one goal which is guarded by a moving barrier, employ any strategy necessary to secure the highest number of goals. There are three surfaces - wood, grass and ice - and players either play for a certain time period or to a set

ANGLES

T-SCREEN ACTION!

EIGHT CHARACTERS TO CHOOSE FROM

IN PROGRESS

SUPER NINTENDO ENTERTAINMENT SYSTEM

In 1928 an inconspicuous mouse appeared whistling away in the animated feature 'Steamboat Willy'. Now Mickey Mouse is the cultural icon of generations. Sony celebrate his 65th birthday with a new game, Mickey Mania.

Rather than getting involved in one of Mickey's adventures, Sony have decided to make an adventure of Mickey's Hollywood history. The game is set over seven stages or 'features', each feature adapting a classic Mickey Mouse cartoon from the past. The player has control of a modern Mickey and in each feature he goes in search of one of his previous incarnations.

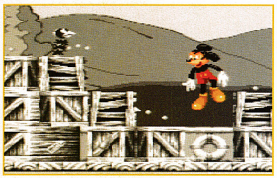
As is the habit with Mickey Mouse's ventures on to consoles, this is a platform game that sees Mickey 'derriere diving' his opponents. He has pick-ups in the shape of marbles, and the prospect of finding some ever-useful magic stones. His arch nemesis, Pete, forms the backbone of villainy, and it is with him that Mickey must ultimately do battle.

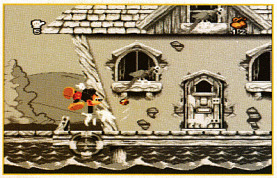
More on this in the near future.

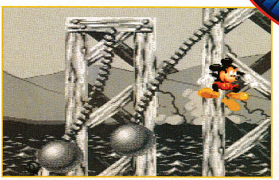
MICKEY MANIA

FACES FROM THE PAST

Mickey finds himself deep among the Disney Film Vaults and the first feature, "Steamboat Willy', sees him in pursuit of his first manifestation. Even though the modern Mickey is in glorious technicolour, he scurries around in a world that goes all the way back to the black and white of 1928. Similarly, the next feature sees Mickey Mouse caught up in "The Mad Doctor" (1933) feature, trying to free the dognapped Pluto on top of hunting down his former self.







PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

BLACKHAWKE

The classic struggle between good and evil characterises Black Hawke, the new action/adventure from Interplay. Making use of clever animation techniques and Interplay's own ARDI Sound System™ it's certainly one to look as well as listen out for this Autumn.

Black Hawke is the name of a hero destined to save the fantasy world of Tuul from the evil rule of a slave driver named Tarlac. As a prisoner himself Black Hawke knows just how terribly Sarlac and his minions treat their undesirables. The player steps in to control Black Hawke at precisely the time he makes his escape. From here on in it is the player's responsibility to ensure his success.

(LEFT) *Chatting to prisoners reveals helpful information.*

HELLO, MY NAME IS BLACK HAWKE

Black Hawke plays in a similar style to Flashback and Prince of Persia. However there is far more interaction between characters and scenery involved here; fellow prisoners are questioned to gain useful information and barriers crumble from bomb blasts.

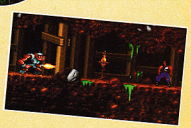
(BELOW) *Hawke uses a credit-card sized key to activate this light bridge.*

ATMOSPHERIC AND INVOLVING PLOT!

A VAST, CHALLENGING PLAY AREA!

HAVE YOU SEEN ME?

Patrolling the mines are creatures known as Ka'dra'suul. They once were men but Sarlac has had them transformed into ugly creatures whose job is to keep prisoners under control. Overcoming them is no easy task but Black Hawke succeeds by using many clever tactics. Crevices are rolled under and ledges climbed. Hawke is pretty handy with a gun too and is able to take out enemies who sneak up from behind without looking.



(ABOVE) *Backing into nooks and crannies allows Black Hawke to surprise his enemy.*

There is much more to Black Hawke than is possible to mention here. However all is being prepared for a thorough NMS review in a forthcoming issue.

(RIGHT) *Leave Black Hawke stood around for long enough and he takes the opportunity to reload his shotgun.*

DOMANI

REFLECTIONS OF FASHION

Domani shoes available from: Russell & Bromley, Charles Clinkard Ltd, Domani Retail Shops – also Domani at Childrens World, Jones Bootmaker, John Lewis Partnership stores, Milwards Shoes, Gordon Scott and main Start-rite stockists. Style shown: Axel.

JUNGLE STRIKE

FOUR EXCITING ATTACK VEHICLES TO CONTROL!

ENJOY SOME TYPICAL USA 'BUTT KICKING'!

THE 16 MEG SEQUEL TO DESERT STRIKE!

In the original, players rested easy in their beds knowing that the USA was safe from evil dictatorships, but no one remembered that the antichrist – General Kilbaba – had a son. Now he's got together with a drugs baron and is up to mischief himself. Time to call in Team USA!

Having already been a successful sequel on the Megadrive, Gremlin are bringing the action/strategy hit to the Super NES with the promise of improved sound and graphics and the same addictive gameplay. Rather than simply converting the Megadrive version, Gremlin have decided to reconstruct the idea so as to make it as fast and exploit the Super NES's potential in the colour and graphics departments. There are 30 different missions to undertake in all so the game is certainly large. Early glimpses seems to suggest that this is very much like its Megadrive counterpart and every bit as addictive. Set for release in October, expect to see a review of this pretty soon.

(LEFT) The helicopter is unable to cross the bridge on the second mission. To get any further you'll need to locate the hovercraft for aqua based combat thrills.

(LEFT) Gun emplacments turn very slowly so approach them from behind.

AMERICAN BUDDIES

Players also have the responsibility of choosing a co-pilot. There are five in all to pick from and their skills vary. For example one might be good with the winch so he's the man when someone needs picking up, and another might be a good shot. Later in the game the opportunity arises to get a co-pilot who is so remarkable he's mastered both skills!

FOUR VEHICLES OF THE APOCALYPSE

Unlike Desert Strike, the action isn't focused simply around one chopper. To begin with the player flies a Commanche helicopter but there is also a Stealth Fighter, an Attack Hovercraft and an Assault Motorcycle to get to grips with. What this means is mastering the various controls, but also enjoying their unique destructive qualities!

(ABOVE) Use the map screen to locate supply trucks like the one above. Blasting these will reveal extra ammo and fuel, essential if you want to finish the mission!

(ABOVE) The second assignment allows you to take control of an attack hovercraft. Use it to skim across small islands whilst battling against speed boats and submarines.

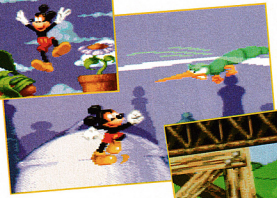
(ABOVE) *Mickey really ought to have dismantled this boney spider before taking to the swing!*

TRICKY MICKEY

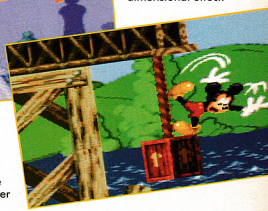
As seems to have become quite traditional in Mickey Mouse adventures, there is more than a healthy dose of puzzle action. Backgrounds are more than just that, providing whatever might be necessary to help Mickey find his past selves.

WALT'S BOYS

As has been mentioned, Sony have ensured that the game loses nothing of Disney's character by employing Disney animators to look after the games image. Thus the original appeal of the cartoons has been preserved, combined of course with the latest state-of-the-art techniques computer-rendered imagery to create a realistic three-dimensional effect.



(ABOVE) *The scenes from 'Mickey and the Beanstalk' are astonishing!*



PULL YOURSELF TOGETHER!

The ultimate challenge in Mickey Mania is taking on the arch-villain Pete. Pete appears at various points during the game but the greatest challenge comes at the end. It is here that all the Mickeys from past and present must work together to keep Mickey Mania alive!

MICKEY MOUSE MAKES PENSION AGE!

SOME DAY ALL WARS WILL BE FOUGHT THIS WAY...

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ALL NEW! 16 MEGS OF POWER!

SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION

SONY ELECTRONIC PUBLISHING

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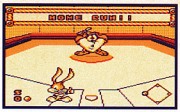
PREVIEW GAME BOY

Tiny Toons Wacky Sports is all set for release on the Super NES, and those sensitive souls at Konami have nipped the sulky squeaks of Game Boy owners in the bud, by creating a version for the hand-held. Let's get loony!

Buster and Babs Bunny are getting into their sports lately. Unlike us uncuddly humans though, they don't take them quite as seriously, so expect a little... well, wackiness! The sports themselves are familiar enough. There are six of them in all - Baseball, Football (that's American Football to us), Soccer (that's football to us), Tennis, Basketball and Golf. Obviously on a 1 Meg cart Konami aren't able to cram in these games in all their glory, so instead they've grabbed at the 'essence' in an attempt to give players the excitement of the game, and make it simpler to get the hang of.

For players to progress, they must first achieve a respectable qualifying score. Should players master the six main events there is always the Challenge Mode which abandons the sensible sports for some frivolous fun in Water Panic and Water Gun Target Shooting.

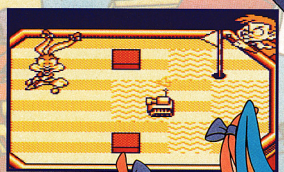
Add to this the fact that Wacky Sports is a two-player game and the whole event should leave you gasping for breath. Don't burn out too early though because this isn't expected for release until November.



TINY TOON ADVENTURES

WACKY SPORTS

●SIX MAIN EVENTS!
●SKILL GAMERS ONLY NEED APPLY!



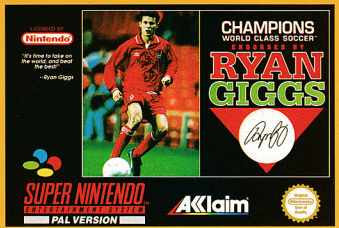
SENSITIVE BUTTONS

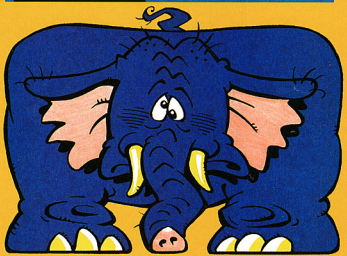
Those who usually display a very blasé attitude to the welfare of their Game Boy are going to learn a lesson from the school of soft knocks and sensuous caresses because success in much of Wacky Sports depends of how hard or soft you hit the buttons. Not only this though, timing is of the essence, especially with the Soccer, Baseball and Basketball.

BOYS AND GIRLS

Just in case you're wondering, there's no difference between Buster and Babs when it comes to competing. They share exactly the same abilities leaving all of the hard work down to the player in control. This still doesn't answer the question as to why girls can't throw anything properly!!

BUSTER AND BABS GET SPORTY!





(Sorry, unavailable.)

BIG GAME HIRE

BLOCKBUSTER VIDEO

RENT THE LATEST GAMES AT BLOCKBUSTER AND RITZ.

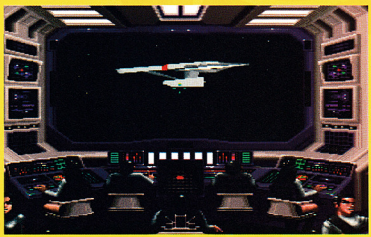
RITZ VIDEO

COMMAND THREE FASCINATING STARSHIPS! GREAT PHOTON OPPORTUNITIES!

So much focus is placed on the New Generation and all its finery these days, it's getting like software houses have completely forgotten the more 'intriguing' story lines associated with the original Enterprise crew. With Interplay's new Super NES game though, players may literally join the Star Fleet Academy - or indeed the Romulan Empire - in this, 'The Bridge Simulator.'

STAR TREK STARFLEET ACADEMY

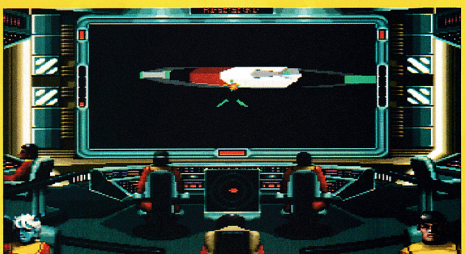
Get your logical thinking wigs on Captain Kirk worshippers because Star Trek: Star Fleet Academy is coming. It's a real test of futuristic battle-strategy and wit and is intended to take bold-minded hopefuls to the final frontier and back in a series of over 30 simulated missions. Your ambition may lie in one of three futures - success as a Star Fleet Captain, Klingon Captain or Romulan Commander. Intrigued? Read on...



(RIGHT) *Hey Captain, it's that flashy Starship Enterprise geezer again. Let's burn him off at the lights!*

CRUISING FOR COMPLIMENTS

As a member of the Academy it is intended that a cadet learns to excel in all areas of Star Fleet command, from scientific research to diplomacy in battle. This means players have the opportunity to lead any of three varieties of vessel into deep space - Science, Constitution or Federal class - and collect plants, sign deals or blow other star ships to smithereens. Co-ool!



PASS THE SOURCE

Rookies are always listening out for any useful hints that might help them progress further through the ranks in as short a time as possible. They are no better served for inside information than in the Academy refectory. Any gossip circulating about how easy or tough certain missions are is freely bandied about here, and such secret knowledge can prove very helpful indeed in the short term.

(LEFT) *Members of the Starfleet academy gasped in horror. Nothing had prepared them for the sight of Paul's underpants stretched across the space/time continuum...*

Interplay are boldly going where no other software house has gone before with their interpretation of Star Trek. However the decision over how exceedingly wonderful or diabolically tragic The Bridge Simulator is seems lost in the Space/ Time continuum at present. A final examination is due soon in NMS.

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ADZE

SPECIAL RESERVE

PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

When the PR slave from Ocean came to visit NMS recently, so full was his sack of goodies that it took him three hours to demonstrate his wares whilst we poured cups of strong, black coffee down the poor lad's throat. Let's not take three hours reading this intro, but look at what he had show us instead.

NBA '95

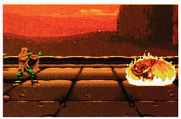
BY:EA SPORTS
SUPER NES

NBA '95 reckons that it is going to be the most complete Basketball simulation ever, and with its very FIFA-like gameplay it looks very much like it may indeed live up to this promise. Seen from a 45 degree angle, the game boasts superior animation to its predecessor, all the NBA teams - even the crap ones, and all the top new players like Shawn Kemp, Alonzo Mourning and, yes, Shaquille O'Neal. We played it and, heck, we liked. It should be even better in the five-player mode. More soon.

UNIQUE DUNKS AND SIGNATURE MOVES!

PHANTASTIC PHIVE-PLAYER PHUN!

ALL THE NBA TEAMS AND PLAYERS!



SHAQ FU

BY:DELPHINE
SUPER NES

Young Shaq's not content with being the most famous player in the NBA these days, he wants to get his lengthy fingers into a few more lucrative pies. He's launched himself on a career as a rap artist - not a very good one, but I'm not about to tell him! And now he's the star of his own beat 'em up on the Super NES.

Shaq Fu sees our vertically-advantaged chum "mixing it" with several other hard-types across a series of on and off-world environments without a basketball in sight. The most distinct feature of this cart, though, is the fact that has been developed by Delphine - makers of the ace Flashback and Another World, so the animation is absolutely top-notch. The game was far was complete, but was already showing great promise with each character possessing a wide variety of devastating moves. Full preview soon folks.

(RIGHT) *'Hey, nice bubble feller!'*

PLAY AS 7'1" LEGEND, SHAQUILLE O'NEAL!

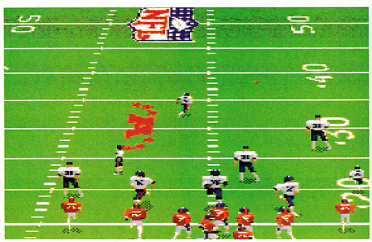
PICK ON PEOPLE HALF YOUR SIZE. LITERALLY!

AND PULVERISE THEM WITH YOUR SIZE 100 TRAINERS AND SPECIAL MOVES!

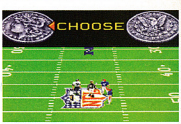
MADDEN '95

BY:EA SPORTS
SUPER NES

You've got to start wondering when they're ever going to stop upgrading John Madden games. I'm told Madden '96 allows up to 12 players the option to choose what the Quarterbacks have on their toast in the mornings. Honest. Anyway, Madden '95 is here and from the early look we had at it, it's looking pretty fine. The player animation has been improved to allow for better perspective and some dandy new moves and celebration dances. There is a better overall view of the field giving a wider sense of the action, new plays have been added and there is are an incredible 32 teams from which to choose. In short, it's bigger and better and we'll have more on this in the very near future. Next!..



ALL 28 NBA TEAMS, FULL 47 MAN ROSTERS!
EXTRA SLICKER MOVES!
SEE MORE OF THE ACTION!



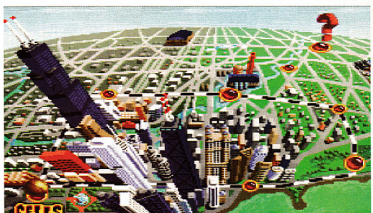
(RIGHT) *That's right mates! You just - oomph - stand around while I - gnnh - get duffed in! Yeah, that's ri-ooyah-ight! Don't worr-aiee about me!*

MICHAEL JORDAN: CHAOS IN THE WINDY CITY

BY:EA
SUPER NES

Weak storyline aside, this paper-thin excuse to bring Michael Jordan into a game sees the ex-bull, well, bouncing his flaming ball of doom around zombie-infested platforms generally killing-and-a-dunking as he goes his merry way. It's all starting to sound horribly familiar! Actually the game didn't look that bad and the curious blend of slam-dunkin' and zombie killing seems to work quite well. Should be interesting.

(ABOVE) *Jordan still finds time to slam a few baskets.*



SLAM A FEW HOME ON THE WAY!
CHUCK BASKETBALLS AT BLOKES AND KILL 'EM!
TRAVEL ACROSS BADDIE-INFESTED PLATFORM LANDSCAPES!

(ABOVE) *The zombies remove their heads and thrwo them at Jordan. It's even worse when they manage to sneak a kiss. Dirty little horrors!*

THE SHADOW

BY:OCEAN
SUPER NES

Here's a game that might be of interest to some of our older readers, particularly if they are seventy year-old Americans. The Shadow, you see, is based upon a 1930's American radio detective series narrated by that dead famous dead actor, Orson Welles. Anyway, 60 years later on the Shadow is back, even if Orson isn't, in his own game which is, surprisingly, a beat 'em up. The game was still in its early stages of development but was showing signs of development but was showing signs of a pretty moody 30's atmosphere. Could be a contender.

DON A HEAVY COAT AND SCARF!
SPEAK IN A DEEP VOICE!
KICK CRIMINAL ASS!

{ABOVE} *As Sherman 'the tank' Smith set out to practice shadow boxing, this wasn't what he had in mind!*

DESERT AND JUNGLE STRIKE

BY: EA
GAME BOY

Not one cart as the headline might suggest, but two. Desert Strike and its sequel, Jungle strike look set to set your Game Boy alight when they are released later this year. Remarkably, both have converted brilliantly resembling miniature versions of the 16 Bit originals. Both games involve the player piloting a helicopter in a series of dictator-toppling missions and have been specially designed to support the Super Game Boy. One look at these screenshots should whet your appetites until our full preview.

PILOT A TINY HELICOPTER!
VISIT INTERESTING PLACES!
BOMB THE NATIVES!

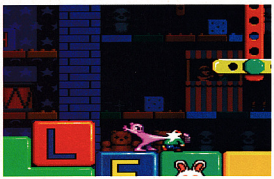
{ABOVE} *The Super Game Boy frame is so well camouflaged, you can hardly see it!*

JELLY BOY

SUPER NINTENDO ENTERTAINMENT SYSTEM **PREVIEW**

BY:PROBE
SUPER NES AND GAME BOY

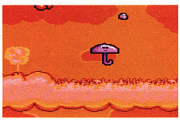
Jelly Boy is an all-new character from Probe, developers of, amongst other things, Mortal Kombat. Some sort of unfortunate accident has befallen our lad and he has been reduced to a gelatinous state. Naturally, the game follows his exploits as he negotiates many a hazard-ridden environment in his quest to regain his natural state. So, aided by his remarkable ability to transform into objects like skateboards, hammers and hot-air balloons off he goes. Our early peek at both versions of this game revealed a great deal of potential, despite it being another platformer. Watch out for more on Jelly Boy soon.

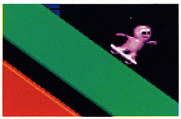


(BELOW) *That Jelly Boy's a hard-nosed son of a gum, alright!*

MORPH INTO A VARIETY OF INTERESTING OBJECTS!
DEFEAT BAD MEN IN A VARIETY OF INTERESTING WAYS!
GRATE YOUR TEETH TO THE ANNOYING TUNES!

(BELOW) *'What a bizarre thing to do - punching people with your stomach.' Said the monkeys. And nobody laughed, because it wasn't funny. Not at all. Not one bit.*





Nintendo have announced that they are releasing Super Street Fighter II in the UK after all - though not until April 1995. APRIL 1995! Obviously this is quite a way off, so to pass the time NMS continues with its Super Combo Guide which started in issue #23.

The following pages are jam-packed with invaluable information, provided for players wishing to become Super Street Fighter II professionals. In fact there's so much knowledge passed on here that the massive time period between now and April provides scarcely enough time to learn all the right moves by heart. Regardless, this NMS special feature is packed with stuff to drool over in high expectation.

As you might guess, Capcom always intended players to discover as many combination attacks as possible with the original eight world warriors. However this crucial element of satisfying Street Fighter II game play has only just reached perfection in Super Street Fighter II. Previously slightly more inept players could lay claim to some cool new combo attack they had just invented, when most everybody else knew they were talking total cheese. But where was the proof? Now 'Super' displays details of all combination attacks on-screen for all to see - as anyone who witnessed the screen shot of Dee Jay's awesome ten-hit combo in issue #23 already knows. How is it achieved? We're not telling. Yet.

NEW COMBO POTENTIAL

Everything detailed in this Super Combo Guide is designed to maximise the potential of all new moves and animations present in Super Street Fighter II. Just to give you some idea of what to look out for, Blanka can now interrupt his Head Butt, Chun Li has developed her fireball into something completely different and Ken's devastating Flaming Dragon Punch scores three scorching hits. Imagine a punishing five-hit combo performed in the blink of an eye. It's all here. Also the extra frames of animation help fighters perfect their combo timing. It's intense. So Enjoy!

SUPER STREET F

ZANGIEF

Russia's most popular export arrives at the tournament with new killer grapples which really drain the energy when tagged onto combos. Zangief works best by crossing up his opponents then using various shorts and jabs before unleashing an Atomic Suplex or two!

(ABOVE) COMBO 1 *A body splash from Zangief starts this combo, soon followed by three light punches culminating in a fierce sweep for five hits!*

(RIGHT) COMBO 2 *Cross up with a body splash then strike with a medium kick. Finish with a Lariat for instant three-hit dizzy-combo thrills.*

CHUN LI

An improved fireball and a few new animations make Chun even more fearsome than in Turbo. Nothing new on the combo front so stick to the tried and tested!

(ABOVE) COMBO 1 *Chun Li has a decent three-hit fireball combo made possible now the fireball command is so much easier to operate. Kikkoken!*

DHALSIM

Teleporting is now a lot easier to perform, making Dhalsim's vanishing antics an important part of his fight strategy. Use of slow fireballs and teleportation really helps confuse opponents.

(ABOVE) COMBO 1 *Dhalsim burns his opponent with a slow fireball then quickly teleports behind them to complete the combo with a double-hit headbutt!*

E.HONDA

Honda's Sumo Splash guarantees an instant knockdown now, though Edmond has nothing else worth shouting about.

(ABOVE) COMBO 1 *A lack of new moves finds Honda resorting to this tried and tested four-hit combo: Splash cross-up, two-hit medium kick then low fierce punch.*

BLANKA

Blanka now boasts three variations of his cannonball attack with the addition of a new Reverse Spin. This technique is specially designed to travel over projectile attacks whilst careering head first into an opponent.

(ABOVE) COMBO 1 *Blanka interrupts his head butt with a cannon-ball strike for a three-hit dizzy combo, sending the likes of even mighty Sagat reeling.*

GUILE

Yawn! When is Guile to get some decent new moves, eh! Same old story, same old combos! Oh yes - Guile's Somersault Kick strikes opponents in a larger arc now! Wow.

(ABOVE) COMBO 1 *One of Guile's simplest combos but the G.I. hasn't learned anything new to replace it. Shame really.*

THE ULTIMATE NEW MOVE COMBO GUIDE!!

RYU

Most of Ryu's combos remain the same but he can now substitute a flaming variation of his fireball attack to cause an instant knockdown.

(BELOW) COMBO 1 *The most common Ryu combo ever! Ryu leaps in with a fierce punch then performs a two-in-one with a standing fierce punch backed by his Flameball for three mighty hits!*

(BELOW) COMBO 2 *A variation of Ryu's cross-up combo. A flying roundhouse is used to cross-up and a low strong punch is used when landing. A standing two-in-one uppercut/ Flameball completes the combo. Now that hurts!*

KEN

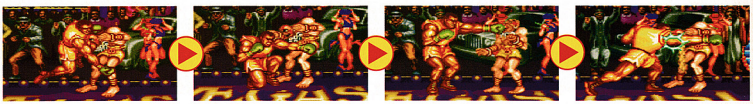
Ken's new improved sure-killing techniques make him an even tougher opponent than before. Most of Ken's combos remain the same but the new moves increase the damage potential.

(ABOVE) COMBO 1 *This awesome five-hit Hurricane combo really gives Ken's opponents a good kicking.*

(ABOVE) COMBO 2 *Ken crosses up with a flying roundhouse, followed by a standing fierce punch and a fierce Dragon good for two or three hits. See ya Ryu!*

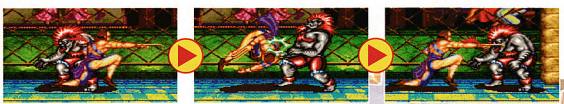
BALROG

Probably the weakest of the boss characters on Street Fighter Turbo, Balrog benefits from being upgraded with plenty of new animations for his existing punches. In Super SFII there is a major difference between kick and punch button attacks. Balrog also has the new Rising Butt attack - ahem - which puts paid to any ariel attacks.



(ABOVE) COMBO 1 *Balrog starts an awesome five-hit combo with a jumping fierce punch. Two low jabs, one standing jab and a dashing punch finish.*

(ABOVE TOP) COMBO 2 *Simple three-hit combo that really packs a wallop! Jumping fierce, low strong then a dashing straight punch to the chopper!*



(ABOVE) COMBO 1 *Closing in with a strong punch Balrog performs a fierce Rolling Crystal Flash and completes this six-hit combo with a strong punch.*

VEGA

A deadly new Off-The-Wall Claw Thrust is added to Vega's arsenal of attacks. It's of absolutely no use in combos, however, so stick to the golden oldies like the one opposite.

SAGAT

The Muay-Thai master returns with plenty of new animations, greatly improving Sagat's close-range attacks. No new moves except for his refined Tiger Knee.

(ABOVE) COMBO 1 *This combo looks familiar until Sagat's Tiger Uppercut tears through the forward kick, instead of a short kick, for massive damage!*

(LEFT) COMBO 2 *The classic, four-hit Tiger Knee combo using a standing forward kick for extra damage.*

M.BISON

More Shadolu shenanigans from M.bison. A greater variety of new kicks and punches affords Bison greater capacity for counter and cross up attacks. Watch out for Bison's new Devil's Reverse!

(ABOVE) COMBO 1 *Use either two strong punches or three jabs before the Knee Jerk for an intriguing combination attack!*

(ABOVE TOP) COMBO 2 *A forward kick starts this five-hit cross-up combo. Two jabs and a Knee Jerk comprise the remaining four hits!*

That's all the Street Fighter frivolities this month fight fans. If by any chance you are able to beat our 10-hit combo then let us know. You just might win something...

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** ACCLAIM
- **PRICE:** TBA
- **RELEASE:** SEPTEMBER
- **GAME TYPE:** BEAT EM' UP
- **CART SIZE:** 24 MEG

FEATURES

- **PLAYERS:** 1/2
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** Infinite
- **OPTIONS:** Adjust gore setting

GAME INFO

- **GAME ORIGIN:** Based on the extremely successful MK I
- **GAME DIFFICULTY:** Medium
- **1ST DAY SCORE:** Got to Mileena
- **ALTERNATIVES:** Mortal Kombat, Streetfighter II in all its variations

CONTROLS

- **CONTROL:** Joypad
- **RESPONSIVENESS:** Excellent

X **HEAVY KICK** — A **LIGHT KICK**

Y **HEAVY PUNCH** — B **LIGHT PUNCH**

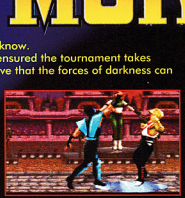
L/R **L: BLOCK R: BLOCK**

S **START: START GAME SELECT: NADA**

With the fighters ready to do battle again in the great struggle between good and evil, NMS are proud to present this once in a lifetime exclusive interview with the man behind it all, Shao Khan!...

MORTA

NMS: Mr Khan, hello. I'd like to begin by saying how grateful we are for this opportunity to talk to you.
SK: Not at all ole' boy! Any time.
NMS: That's a wonderful pullover you're wearing by the way.
SK: Why thankyou young man. My dear wife picked it up for me in a sale at Marks and Sparks. They do some wonderful woollies there you know.
NMS: Mr Khan, this time you have ensured the tournament takes place in the Outworld. Do you believe that the forces of darkness can destroy planet Earth and what difference do you ex...
SK: Would you like a cup of tea?
NMS: I'm sorry?
SK: Tea. Would you like a cup?
NMS: ...Erm. No thanks. If I could get back to what I was saying, do you think having the tournament on home territory will...
SK: How about a coconut macaroon then?
NMS: What?
SK: A coconut macaroon. Or I have some Bakewell Tart if you'd prefer.
NMS: Look, Mr Khan, if we could get back to the new tournament, do you expect -
SK: I say, how about a spot of fishing? I've got a couple of rods and there's some marvellous pike for the taking in our local lake. Are you a fisherman my good sir?
NMS: Mr Khan, I'm sure thousands would rather know why you are intent on the eternal reign of evil.
SK: Raining you say? Blast! Typical bloody weatherl...And today's pension day you know...Typical.
NMS: Mr Khan! If we could please -
SK: I say, would you like a coconut macaroon?...



...At this point the nurse came in to give Mr Khan his medication and the NMS reporter was then requested to leave because Mr Khan wished to watch his collection of Bullseye videos. Oh well.

NEW HEADS ON THE BLOCK

Mortal Kombat II comes with six entirely new characters to take control of, and an extra in the shape of Reptile who appeared as the mystery character in the Pit Stage of the original. So, with seven in all, there are loads of new moves to learn and enjoy:

JAX

This guy is the typical muscle-manic wrestler who has given up the ring for some real combat. He's stronger than any other fighter and his moves include the Ground Slam and the Earthquake where simply by hitting the floor he sends the Richter Scale haywire. Not to mention your ass!

MK II

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

KUNG LAO

His hat isn't simply for show. He uses it in two Hat Toss moves which strike enemies on either the up or the down. He has a defensive special move, the Spin Shield, which keeps him protected in a corner and on top of all this he has the Teleport move enabling him to pop up behind opponents, doubtless giving them the surprise of their lives!

BARAKA

With a face that makes Russell Grant look handsome, Baraka relies more on his sword skills than good looks. In the Spark Toss he sends a lethal spark by rubbing his swords together. One of his goriest moves is the Shredder which leaves opponents in pieces. He also does a blade spin when he feels like it. Which is often.

SHANG TSUNG

The boss is back and although he's been relegated to the position of competitor by his boss, Shao Kahn, Shang Tsung is still rather "tasty". His morphing skill is now his most impressive move, but he is also adept at throwing the odd fireball – or twelve.

KITANA

One of the two new women to MK II, she stays cool by making devastating use of her metal fan. By throwing the fan in her Fan Toss moves she slices up opponents. Alternatively the Fan Wave sends enemies floating up into the air leaving them vulnerable to attack.

REPTILE

The mystery character from the Pit Stage in Mortal Kombat I certainly has some mysterious moves. His Acid Spit is a venomous attack. By using his Energy Ball move, evasive enemies are brought into range. He is even able to disappear in his Invisibility move, the sneaky git!

MILEENA

She looks very much like Kitana but her style of fighting is entirely different. She uses Sia knives which she can release in the Sia Shot move. But she's also physically dexterous, mastering a Drop Kick and proving very useful with her throwing ability.

(LEFT) Here's a move you don't see very often in MKII - Mileena's Custard Pie Throw. Just press up a hundred times whilst holding your best friend's hand for this comical effect!

FRIENDSHIP

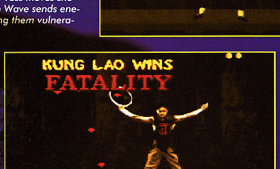
Make love not war, so the saying goes, and it's a sentiment that the programmers seem to have taken a little too much to heart. Now, rather than destroying their opponent in a moment of gory self-satisfaction, competitors are free to show mercy and attempt a reconciliation with a friendship move. This could be one of many things. For example Johnny Cage offers a signed photograph of himself and Kung Lao does a little disco dance! Jax presents his newly defeated with a string of Jax-shaped cut-outs. Hey, this is the carin'-sharin' 90's , you know!

BABALITY

Like the Friendship scenario, the Babality move simply offers some comic relief at the end of a scrap. Providing a fighter doesn't use any kicks in the second round and providing they're victorious, their opponent is reduced to life in nappies, simply to remind us that in the end we're just babies man and to, like, respect our "inner child"!

FATALITY

Thoroughly disregard all the above - its for wimps. What any self-respecting Kombateer wants to do to finally settle a scrap is to tear the other bloke's arms off and watch the blood squirt feet into the air - or worse! Yeeaahh!! Damn fine job, then, that MKII is not like the wimp-out original and is full to the bloody brim with gory fatalities so-oo horrifying that even Gary Harrod had to hide in the lav!
Witness, if you dare, Reptile who yanks your unfortunate head off, or Kung Lao's Hat Toss that'll leave you in tatters - literally. My personal fave is Mileena's - she sucks you in and spits out only your bleached bones. Ohh yesss!



REVIEW
SUPER NINTENDO
ENTERTAINMENT SYSTEM

LUI KANG

Previously the only man to have beaten Goro and Shang Tsung, Liu Kang is back. He now has some new moves too, including a fiercely flaming Low Fireball and a Bicycle Kick. One question remains, however - is it going to be enough to take him past the multi-limbed Kintaro and the dreaded Shao Khan? Here's a brief run-down of all his moves:

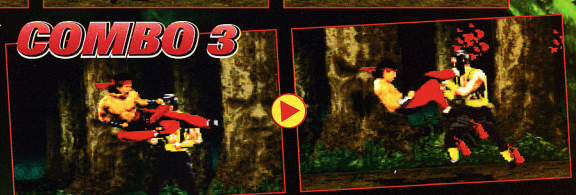
COMBO 1

(COMBO 1 ABOVE) Lui Kang leaps and punches to start this simple two hit combo. When the punch connects start the motion for a fireball then watch your opponent fry!

COMBO 2

(COMBO 2 ABOVE) Once you have perfected the basic two hit combo's you can then progress to the advanced three hit combinations. Start the combo with an uppercut to the chops whilst charging for a bicycle kick. as your opponent comes in to land let loose the bicycle kick. When the bicycle kick connects start the motion for a low fireball for a third successive hit.

COMBO 3



(COMBO 3 RIGHT) If Combo two is proving to be too tricky try this simple but effective two hit strike that sends the blood flying! Let loose with a heavy jumping kick whilst charging for a bicycle kick. Before your opponent can land from the kick unlease your bicycle!

HIGH FIREBALL: Banish leaping foe misery by the simple press of FORWARD, FORWARD and HEAVY PUNCH. It's flaming tasty!

LOW FIREBALL: Napalm your opponent's 'nads by simply pressing FORWARD, FORWARD and LIGHT PUNCH.

FLYING KICK: Press FORWARD, FORWARD and HEAVY KICK. Even better when used after a jump-kick!

BICYCLE KICK: Hold the LIGHT KICK button down for two seconds to unleash this eye-watering smack in the chops.

BABALITY

BABALITY: AWWWW! This cuter-than-a-sack-of-kittens move is performed by pressing DOWN, DOWN, TOWARDS, BACK and HEAVY KICK.

FRIENDSHIP

FRIENDSHIP: Shall we dance? Why not. TOWARDS, BACK three times and LIGHT KICK.

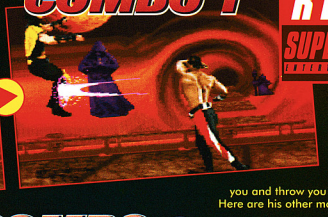
FATALITY

FATALITY 1: This one'll make more than just your eyes water. DOWN, FORWARD, BACK, BACK and HEAVY KICK.

FATALITY 2: Less spectacular but devastating nonetheless. Do a reverse 360 degree spin on the Joypad from jumping distance.

JAX

COMBO 1



REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

'Im big, 'im brawny and I be afraid of 'im! Jax is not the fastest guy in town but he's sure got the reach. Be careful not to stand too close to this guy - he'll grab you and throw you as soon as look at you. Here are his other moves:

COMBO 2

(COMBO 1 ABOVE) Basic two hit combo starting with a heavy kick and followed up with a Wave punch to the cods!.

(COMBO 2 ABOVE) This three hit monster really takes the energy off your opponent! Stun them with a heavy punch followed by several light punches. As soon as the first light punch connects start pushing forwards for the Grab and Smack.

(COMBO 3 RIGHT) Keep the Earthquake punch charging before you uppercut your opponent. When your opponent lands let the Earthquake loose.

COMBO 3

GRAB AND SMACK: Dis is a big, ezy moov wot does alot ov damidge. FORWARD, FORWARD and LIGHT PUNCH does the job nicely matey.

WAVE PUNCH: You can run but you can't hide from this wide-ranging attack. FORWARD, DOWN-FORWARD, DOWN and HEAVY KICK.

EARTHQUAKE: This earth shattering blow is powerful enough to send shivers up and down any foe's spine. Hold LIGHT KICK for two seconds.

GROUND SLAM: This must be performed from a throw move whilst pressing BACK and FORWARD repeatedly with a HEAVY PUNCH.

BABALITY

BABALITY: If you insist on making him perform this sissy move hold BLOCK and press DOWN, UP, DOWN, UP and LIGHT KICK.

FRIENDSHIP

FRIENDSHIP: He's not normally the sort of guy to kiss and make up, but he might reconsider if you press DOWN, DOWN, UP, UP and a LIGHT KICK.

FATALITY

FATALITY: I'm crushing your head! And I'm doing it by holding LIGHT PUNCH at close range then pressing FORWARD four times and letting go of the LIGHT PUNCH

FATALITY 2: There's no arm in performing this move - quite literally. Press BLOCK four times and follow it up by a LIGHT PUNCH. Aaiiiee!

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

COMMENT

ROB

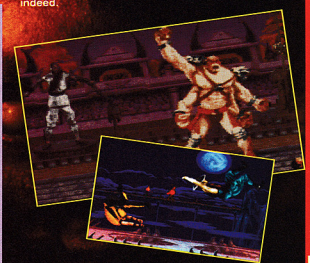
Wow this is a lot of fun! With the all new characters and even more moves to master there's plenty here to make it quite different from the original. Not only this though, it's a more or less perfect conversion of the coin-op which means it not only has the hidden characters, but that the blood is back! Witness the gore in all its cherry red frivolity and enjoy the fatality moves in their full glory! It also means that we won't have endless phone calls from people asking for blood cheats! Hurrah!

THANKS ELSPA!

You might harp on about the unfairness of the ELSPA ratings system, but consider that without it you would not be drooling over these pages with nearly as much fervour. MKII would never have been released in its current form on the Super NES previously, but now with ELSPA Acclaim have been able to stick all the gore and stuff in simply by slapping a higher rating on it. Easy!

HIDDEN CHARACTERS

Keep those eyes peeled because, like Mortal Kombat, part deux comes with three hidden characters. First up is Smoke who is much like Scorpion yet seems to have got into the habit of 50 a day, smoke constantly shrouding them. Then there's Jade who looks like Mileena and lastly Saibot Noob, needless to say, they're all very tough indeed.



COMMENT

ANDY

I love this game! It has a bevvy of chilling new characters, luscious backgrounds, crisp samples, marvellous malicious moves and talk about gore!! The blood literally drips from the screen, as well as your thumbs. The gameplay is simple and satisfying enough to get into immediately, but long-term play genuinely reaps rewards as the trickier moves are mastered and the hidden characters are found. Its very challenging too with an end-of-game guardian to make Goro look like a boy-scout. Acclaim have got a classic on their hands. Better than Super SF2 in my book. I love this game.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				■
ACTION				■
CHALLENGE				■
REFLEXES				■
ORIGINALITY				■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK				■
MONTH			■	
YEAR			■	

PRESENTATION — 90

▲ It lacks the great intro of the arcade original, but otherwise pretty spot-on, pukka and all that...

GRAPHICS — 93

▲ Really excellent digitised sprites, detailed backgrounds and superbly smooth animation. Why can't all games be like this?

SOUND — 90

▲ Excellent voice reproduction and appropriately exaggerated sound effects.

PLAYABILITY — 94

▲ Easy enough to get into and crush a few heads on your first go. Tough enough to maintain your interest.

LASTABILITY — 92

▲ Mastering every character's specialities is very tough and the two-player mode naturally makes it a timeless classic.

OVERALL — 94

A brilliant sequel to a great original and a faithful conversion of the classic coin-op. A must for beat em' up fans...in fact, a must for Super NES owners!

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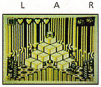
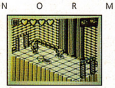
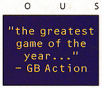


96% Super Gamer

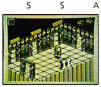


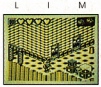
"the greatest game of the year..." – GB Action



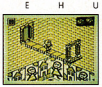
COLOSSAL IMMENSE HUGE

"the perfect game for the Gameboy" – TOTAL

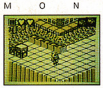




"the most polished piece of Gameboy software..." – Super Gamer



MONGOUS MAMMOTH HUGE

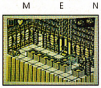


"simply the best Gameboy title ever" – Super Gamer

630 ROOMS TO EXPLORE

ETREMEN DOUSMASSIV

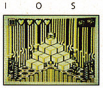
"the most impressive cart of all time" – GB Action

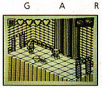


94% GB Action

EVASTGR ANDIOSE GAR

3D ISOMETRIC ADVENTURE GAME





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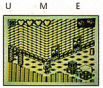

ONLY 604 ROOMS TO GO!

to get this FAR takes AGES

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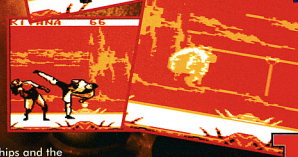
REVIEW
GAME BOY

(BELOW) Shang Tsung transforms into a flaming ball of, erm, grainy red and white stuff...

CART SPEC

- BY: ACCLAIM
- PRICE: TBA
- RELEASE: SEPTEMBER
- GAME TYPE: BEAT 'EM UP
- CART SIZE: 2 MEG

I would imagine that the previous gore-gious five pages will have more than whetted even the bloodthirstiest of appetites, which is great - if you're a Super NES owner, that is. The Game Boy owning public need not feel hard done by either because Acclaim have developed a version of MKII just for them, and the good news is - it's brilliant! The Fatalities are there, they've even found room to squeeze the Friendships and the Babalities in. Better still, the moves are easy to perform with the Game Boy's two-button controller. The sprites are large and surprisingly blur-free too, with reasonably close approximations of the coin-op's backgrounds. However, being only a 2 Meg cart something has had to go. In this case some of the older characters, like Rayden and Johnny Cage are missing as are Baraka and Kung Lao of the new, but when you consider just how much is in there, it's a small price to pay really. Oh yeah and the blood - that too has been a bit of a casualty I'm afraid. Still who wants grainy monochromatic blood anyway? This is the best, and only, beat 'em up worthy of your attention on the Game Boy. Excellent.



MORTAL KOMBAT II

PETE'S COMMENT

What a corker! Chilling spine crunching, gore splattering, head popping action for you and your GameBoy!!

(BELOW) Have an eyefull of that, mate - It's a beauty innit!

(ABOVE) Alas, only eight of the characters are selectable. But fortunately they managed to include your mum. (bottom left).

RATINGS

PRESENTATION — 83
▲ Nice enough but fairly basic...

GRAPHICS — 89
▲ Large, blur-less, smooth and recognisable versions of the arcade originals.

SOUND — 85
▲ Tries its best to make the sound effects deliver the required impact whilst a spooky tune accompanies.

PLAYABILITY — 90
▲ The moves are there, the Fatalities, Babalities etc...
▼ It's slower and minus 4 characters.

LASTABILITY — 89
▲ Three difficulty settings and it's tough enough on the easiest!
▼ ...No two-player link up. Bah!

OVERALL — 89
Great beat 'em ups and the Game Boy don't often meet up. Fortunately they do with MKII. It's great so go get it.

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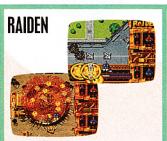

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NHS SMALL TIPS

We brought it on ourselves we know, but the reduced tips section printed last month caused a monster ground swell of tips-related letters to form. As a result this usually laid-back scene has become a fierce battle for the position of Konami software winner. It's never too late to submit your own discoveries though, and our friends at Konami are always happy to reward one skilled but, let's face it, lucky so-and-so with two games of his/ her choice. Amazing? Yes. Difficult? Na-ah! Just write in with anything considered remotely of use to another games player and you - yes YOU - could win big. Send all entries to: **IMPRESSED? NHS, NINTENDO MAGAZINE SYSTEM, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON. EC1R 3AU. All tips to reach Nintendo Magazine System before the year 2025.**

KONAMI

EVERYTHING!

SUPER EMPIRE STRIKES BACK

SUPER NES ★★★★★

THE EMPIRE STRIKES BACK

Just to satisfy all those readers who keep phoning NMS and asking for Super Empire Strikes Back cheats, here's the lot of them as supplied by Ramon Blake Guthrie of Plaistow, London. Take it away Ramon...

All cheats are accessed from the title screen and Darth Vader is heard to say 'Impressive' to indicate the cheat is working in each case.

Unlimited Thermal Detinators
A, X, B, X, X, A, Y then START.

Seven Continues
X, Y, A, B, X, X, then START.

Affect Scrolling Text
Y, Y, Y, Y then START. Use the L and R buttons to scroll the text.

'Game Over' Credits
A, B, A, B, A, B, A, B then START.

Use the Force
X, B, B, Y, X, A, A, X then START.

99 Lives
X, Y, B, B, X, A, Y, Y, B, A, X, Y then START.

Straight to Vader
A, X, B, A, Y, X, B, A, A, X, B, B, Y, X then START.

Man in Black
A, Y, X, B, A, A, X, B, B, Y, X then START.

Ultimate Cheat!
A, B, Y, X, A, B, Y, X, A, B, A, B, Y, X, X, Y, A, B, Y, X then START.

Debug Menu
On control-pad II Press L and R together to access the menu. Press START on control-pad II to skip levels.

Invincibility
Press and hold A, B, Y, X and SELECT on control-pad II on any side-scrolling stage.

Sound Test
Press and hold A, B, Y, X, DOWN and START.

(BELOW) ***Dum, dum, dum, dum-dee, dum, dum-dee, dum. Yaah, daah, daah, daah-da, daah, daah-da, daah. Yee-daah, deedle-dee, daah, dee, daah, dee-dle-dee... etc, etc.***

ACCESS EVERY LEVEL

POWER MONGER

SUPER NES ★★☆☆☆

Access every single level with this one magical code provided by the industrious Tom Gilmore from Dublin: 99999999CYJQ.

Stuck in a Nintendo game? Call the official hints and tips Hotline on 0703 652222

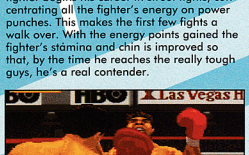
NINTENDO HELP SYSTEM

BECOME ACONTENDER

BOXING LEGENDS OF THE RING

SUPER NES ★ ★

It seems Robert Nathan from Stanmore has adopted Mike Tyson's approach in developing his boxing style. He recommends that a fighter begins his career in street fights, concentrating all the fighter's energy on power punches. This makes the first few fights a walk over. With the energy points gained the fighter's stamina and chin is improved so that, by the time he reaches the really tough guys, he's a real contender.

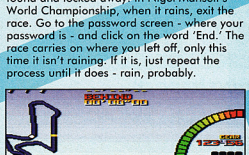


DODGE THE RAIN

NIGEL MANSELL

SUPER NES

This one came with no name or address. Just as well really because it doesn't make any sense and whoever's responsible ought to be found and locked away! In Nigel Mansell's World Championship, when it rains, exit the race. Go to the password screen - where your password is - and click on the word 'End.' The race carries on where you left off, only this time it isn't raining. If it is, just repeat the process until it does - rain, probably.



SKIP LEVELS

JURASSIC PARK

GAME BOY ★ ★

James Welch, who also goes by the name of Pied Piper for reasons we'd rather not go into, has this cheat for Jurassic Park on Game Boy. In order to skip levels press UP, DOWN, LEFT, UP, DOWN, RIGHT and SELECT, UP, DOWN, LEFT, UP, DOWN, RIGHT and SELECT. The sound of an explosion tells that, when playing the game, pressing A, B START and SELECT together allows players to skip a level.

SKIP LEVELS

MICKEY MOUSE

GAME BOY ★ ★

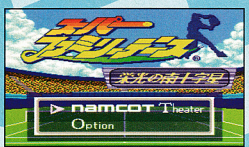
Take Mickey to places far beyond his usual reach by following Stuart Auld's advice from the title screen. To start on the Pirate Ship level press UP, SELECT, A, B and START. For the Castle press RIGHT, SELECT, A, B and START. Lastly, to enter the woods, press LEFT, SELECT, A, B and START.

SECRET THEATRE OPTION

SMASH TENNIS

SUPER NES ★ ★ ★ ★

For whatever reason the European version has this cool cheat taken out! Why! Anyway, only those people with Japanese copies of Smash Tennis are able to access this secret Manga style 'Theatre' game. At the title screen, when the words 'press start' are flashing, press SELECT five times then START. Robert Nathan who lives in Stanmore discovered this. Oh yes he did.

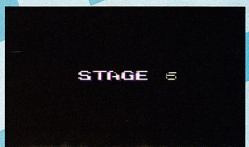


STAGE SELECT!

NINJA WARRIORS

SUPER NES ★ ★ ★

Another of Boon-Seang Ong's efforts - a stage and area select for Taito's mildly stunning Ninja Warriors. On the title screen simultaneously press the X and Y buttons and push A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B. This accesses the stage select. Input the same cheat again and the area select screen appears.



LEVEL CODES

MISSION IMPOSSIBLE

NES

Remember Claudio Di Petrillo form last month's Small Tips? Well he's back again with the level codes for Mission Impossible on the NES. Hurrah.

Level Two: HMPR
Level three: KMYW
Level Four: XDGJ
Level Five: TVJL
Level Six: QBYZ

LATE STARTER

DROP ZONE

NES ★ ★ ★

Timothy Kirkwood has this cheat for Drop Zone. At the 'Adversaries' screen press DOWN, LEFT, UP, DOWN, UP, DOWN, UP and LEFT to start on enemy-wave five. Also continuing the mission after being defeated at the fourth enemy-wave is made possible by pressing SELECT instead of START on the title screen.

DISABLE SPECIAL MOVES!!

SUPER GHOULS AND GHOSTS

SUPER NES ★

Super Ghouls and Ghosts remains one of the most impressive games on the Super NES and Robert Dill from Wigtown (?) has this strange cheat to offer. On the sound test, accessed from the option screen by highlighting EXIT then pressing L and START. Now play tune 6B and, without turning it off, select tune 4B. Instead of being regular music the second tune now plays as some kind of percussion remix! Weird!

UNLIMITED LIFE

EQUINOX

SUPER NES ★ ★ ★

After completing the son of Shadax's quest for real it's great to go back and experience the wonder again - only without the stress. Boon-Seang Ong from North West London has this cheat to provide the hero with unlimited life. On the title screen press L, L, R, R, L, L, L, R, R, R, L, L, R, R, L, R. The copyright section of the screen is transformed from blue to green, indicating that the cheat is working.

SYSTEM ADDICTS

With at least three incredibly hot Super NES titles available now, or in the not-too-distant future, we thought it high time to revive some kind of High Scores section in NMS. However, to prevent people sending in just any old thing, like achievements in Duck Hunt, this time we're calling the shots.

In case you haven't noticed, NMS cannot get enough of Stunt Race FX and Super Metroid at the moment, and we reckon we've achieved the fastest lap times on Stunt Race FX plus the speediest Super Metroid completion time, with the screen-shots to prove it. We've even gone so far as to improve on records set by the most respected players in Japan. (Check out Marukatsu Super Famicom Magazine #11 if you don't believe us!)

Can you do better?

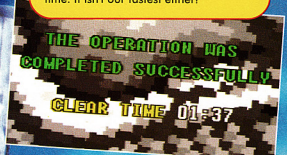
Take a snap shot of your efforts and identify them as either STUNT RACE FX or SUPER METROID, then send them off to us here at ***Nintendo Magazine System, Priory Court, 30-32 Farringdon Lane, London. EC1R 3AU.*** We look forward to seeing what you can do...

STUNT RACE FX

These course times took an awful lot of practice to perfect. Beat them at your peril!

SUPER METROID

Try to beat this incredible completion time. It isn't our fastest either!



SUPER STREET FIGHTER

You want combos? You got it! Here's a selection of topper combos for you to try and beat. Here at NMS headquarters we reckon Fei Long's 12 hitter is probably the biggest you can get. Reckon you can prove us wrong?

GUILE 8 HIT
M.BISON 8 HIT
FEI LONG 12 HIT!
DEE JAY 10 HIT
BALROG 7 HIT

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Nintendo®

MAGAZINE SYSTEM

QUESTIONNAIRE

Ever had the feeling you've been market-researched? Ever had the feeling that every question you answer is being noted down by mysterious, faceless servants of a higher, darker being and used in some foul manner? No? Well you damn well should because, believe me, Big brother is watching you and he wants to know about your gaming habits. Good job then that he's a bit of a generous chap as well as a nosey parker, and is offering three Super Game Boy special packs to the first three lucky mortals who fill out these questions and get their names pulled from his festering hat of desolation. So go on! What are you waiting for?

1. How many machines do you own/have access to ?

	OWN	HAVE ACESS TO
ONE	☑	☐
TWO	☐	☑
THREE	☐	☐
FOUR	☐	☐
FIVE	☐	☐
SIX	☐	☐
SIX+	☐	☐

2. Which machines do you own/have access to?

	OWN	HAVE ACCESS TO
Nintendo Super NES	☐	☑
Nintendo GameBoy	☑	☐
Nintendo NES	☐	☐
Atari Jaguar	☐	☐
Atari Lynx	☐	☐
Atari ST/Falcon	☐	☐
Sega Mega CD	☐	☐
Sega Megadrive	☑	☐
Sega Game Gear	☐	☐
Sega Master System	☐	☐
Commodore Amiga A500	☐	☑
Comodore CD-32	☐	☐
Commodore Amiga A1200	☐	☐
Apple Macintosh	☐	☐
Acorn Archimedes	☐	☑
PC	☐	☐
PC CD-ROM	☐	☐
PC Engine	☐	☐
Neo Geo	☐	☐
Philips CD-i	☐	☐
3DO	☐	☐

3. Which machines do you most often play with ? (Please rate as follows 10 = Very often, 1 = Not at all)

Nintendo Super NES	☐	8
Nintendo GameBoy	10	☐
Nintendo NES	☐	☐
Atari Jaguar	☐	☐
Atari Lynx	☐	☐
Atari ST/Falcon	☐	☐
Sega Mega CD	☐	☐
Sega Megadrive	10	☐
Sega Game Gear	☐	☐
Sega Master System	☐	☐
Commodore Amiga A500	☐	6
Commodore CD-32	☐	☐
Commodore Amiga A1200	☐	☐
Apple Macintosh	☐	☐
Acorn Archimedes	☐	4
PC	☐	☐
PC CD-ROM	☐	☐
PC Engine	☐	☐

4. Which type of game do you most often buy or get given? (Please rate as follows 10 = Very often, 1 = Not at all)

Puzzle	☐
Sports	8
Adventure/RPG	7
Sports Simulation	6
Action	10
Beat'em up	9
Shoot'em up	8
Platform	9

5. Which type of game do you miost often play now? (Please rate as follows 10 = Very often, 1 = Not at all)

Puzzle	☐
Sports	☐
Adventure/RPG	☐
Sports Simulation	☐
Action	☐
Beat'em up	☐
Shoot'em up	8
Platform	☐

If you want to be included in the prize competition, make sure you fill in the coupon below:

Name : .....

Address : .....

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Nintendo®

MAGAZINE SYSTEM

SUPER METR

GETTING STARTED

'Why a Super Metroid player's guide when such a thing is packaged with the game anyhow?' - we hear you ask.

Well, it ain't what you do it's the way that you do it and this guide shows players how to complete the adventure in as little as one and a half hours - and still achieve a 100% collection rate.

Often our advice doesn't coincide with that of the official player's guide. This is because our way is more efficient and eliminates the kind of back-tracking usually involved. Also tactics mentioned for dealing with boss characters are more specific - and on, and on...

Stick to this Super Metroid super player's guide and Samus doesn't put a foot wrong.

▲ In the Beginning

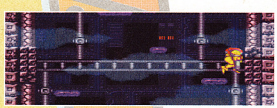
1. Way to go:

It's cold and miserable but Samus has a job to do! She leaves the spaceship and heads left. Meanwhile players have some time to familiarise themselves with the controls before proceeding any further.

▲ 2. Why so blue, door?:

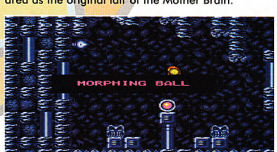
Samus enters Crateria through a blue door. Doors similar to this are found throughout Planet Zebes and they come in a variety of colours. Most doors open in response to the fire of a specific, colour-coded weapon whilst others remain closed until Samus completes a certain task. This usually involves collecting an important item or the defeat of a significant group of enemies.

GUIDING SAMUS ARAN THROUGH THE LABYRINTHS OF PLANET ZEBES TAKES STRENGTH, COURAGE AND THE HELP PROVIDED BY THIS AWESOME PLAYER'S GUIDE, PUT TOGETHER BY THE EXPERTS – NMS. THIS IS THE FIRST OF A THREE-PART SERIES IN WHICH THE MOST COMMON PROBLEMS ARE HIGHLIGHTED THEN SOLVED.



▲ 3. Fall the fastest:

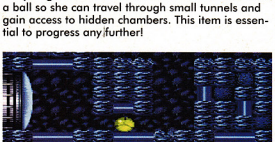
The quickest way to the bottom of this long shaft is to fall down on the far left or right side. Those who played the original NES version will recognise this area as the original lair of the Mother Brain.



▲ Collect the Morphing Ball

4. Mighty Morphin Samus:

Use the elevator to enter Brinstar early to obtain the Morphing Ball. This item wil allow Samus to roll into a ball so she can travel through small tunnels and gain access to hidden chambers. This item is essential to progress any further!



▲ 5. Back Tracking:

Once Samus has the Morphing Ball she passes over the elevator and through the Blue door. Ignoring the Red door she blasts her way through the floor to reach a gap leading to another Blue door. Morphing helps Samus squeeze through the gap and enter the next room. Here a Missile attachment is seized from the clutches of the Chozo statue. Samus returns to the red door with her newly acquired missiles and opens it. Inside this room another Missile attachment is collected from a secret compartment in the far, right-hand wall. Samus heads back to Crateria...

▼ 6. Out of the woodwork:

Samus returns to Crateria to find the area swarming with Space Pirates. Avoid standing Samus face-to-face with them or they fire laser beams at her. A few standard blasts sees them off.

▲ 7. Instant access:

Back at the surface Samus heads down the small passage to her left. It leads to a Blue door and a chamber that leads to a red door. Samus blasts the door open but doesn't proceed.

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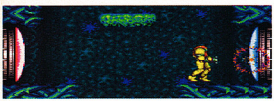
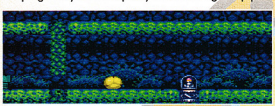
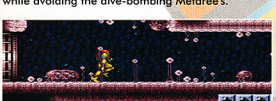


▲ **16. Missiles for Missiles:**
Make sure Samus has plenty of Missiles to enable her to pass through all the Red doors. The first left door leads to the Map Computer terminal whilst the door opposite leads to more Missiles. The Missiles are reached by bombing through the first wall, keeping an eye on the pesky Zeb's exiting the pipes.

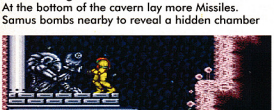


17. Come 'ere, there's more:
Further down the main shaft are three more Red doors. The second one down on the left is a Save Chamber and it's wise to use it if you have struggled up to now. Of the two doors at the bottom of the shaft, the left one leads to a Missile Reload room and the right door continues into Brinstar.

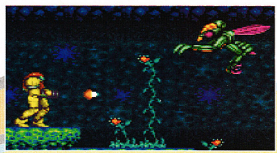
▲ **18. I've got that feeling:**
To proceed through the tunnel Samus blasts the wall with bombs then dashes to her right, all the while avoiding the dive-bombing Metaree's.



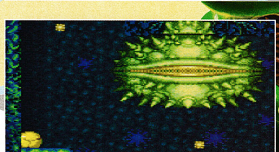
▲ **19. Charge extra:**
At the bottom of the cavern lay more Missiles. Samus bombs nearby to reveal a hidden chamber



that contains another Chozo and another special item. Once equipped the Charge Beam allows the normal beam weapon to be powered up. A fully-charged beam weapon has the same strength as a regular Missile.



▲ **20. Missiles for Missiles:**
Charged-beam shots despatch the persistent Kihunters allowing Samus to progress right and up through the door in the ceiling. This chamber is the home of Brinstar's mini-boss - the Spore Spawn! Samus avoids the Spore Spawn's swinging head by kneeling down. From this position the tiny drifting spores are more easily shot to reveal missile and energy power-ups.



Morphing into the ball on the ledges either side of the chamber avoids all of Spawn's attacks.

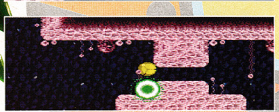
▲ **21. Spawny get:**
Fire missiles or charge beam shots inside the head of the

PER METROID

Spawn when it opens. The Spore Spawn swings faster each time it is hit, so keep Samus in the safe area until it stops moving.

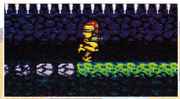
▼ 22. *Down, down and away!:*
Now Samus clambers over the shrivelled remains of the Spore Spawn and exits through the Blue door above. At the far right is a green pipe down which Samus encounters a long shaft leading into the waiting arms of a Chozo statue. It is holding a powerful new weapon - the Super Missile!

▼ 23. *Stay on target:*
One Super missile opens a Green door. Ensure Samus is kept fully stocked-up at all times to avoid meeting dead ends. Use one to leave the Chozo chamber and another to gain entrance to a small passage. One more is needed to exit the door located at the bottom of the main cave.



▲ 24. *Where there's a wall...:*
To reach this Green door Samus needs to morph and drop bombs. The resulting explosion bounces the ball upwards. Push right when this happens to guide the ball into the small passage.

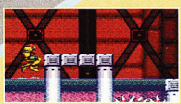
▲ 25. *Open all hours:*
Gates found throughout Planet are colour-coded in the same way as the doors.



▲ 26. *Run like the wind:*
Samus dashes across this fragile platform before it disintegrates under her weight.

▲ 27. *No turning back now:*
To progress further down this shaft Samus blasts holes in the rock and falls through. She is now unable to get back up the until the Ice Beam is retrieved. At the bottom of the shaft are two doors. The green one leads to an energy recharger.

▼ 28. *Getting wet:*
Water restricts Samus' jumping abilities so try to keep her on dry ground in this section. Watch out for the Yapping Maws as they spring out to snap at her legs!



▲ 29. *Dread portals:*
Vital items are collected from Norfair before Samus continues her exploration of Brinstar. The elevator to Norfair leads into a tall rocky shaft with six doors. Samus falls and lands nearby a red and blue door. Through the blue door is a saving station and it's advisable to make use of this. The red door leads to a room containing an Energy Tank.

▲ 30. *Through the back door:*
After collecting the Energy Tank Samus returns to the room with the collapsing platform. Morphing through the small passage to reach another blue door leads Samus to where Hi-Jump Boots are stashed. Adding these items to her existing Power Suit boots allows her to jump much higher.

31. Through the back door:
Use the Hi-Jump boots to take Samus from the chamber and onwards to collect another cache of Missiles. From here she takes the elevator back to Brinstar.

And this is where we leave her - until next month when this perfectly paced and cunningly crafted Super Metroid player's guide continues. The next installment features detailed excursions into Norfair and the spooky Wrecked ship.

StuntRace FX

This driver's guide guarantees to improve a driver's skill to a point where even Nintendo's fastest lap times become objects of ridicule. Gentlemen, start your engines!

EASY RIDE

Tearing up the final straight with a record lap time assured is not at all an easy ride! There are three danger points worth treating with respect.

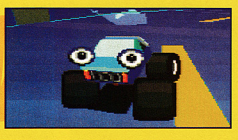
1. S-Bend

Prior to the underpass is an S-bend. Adopt as straight a line as possible here and gently steer into the underpass - especially with 2WD - to avoid crashing into the tunnel walls.

(ABOVE) A Red, damage-repairing gem lies up ahead. It takes a fraction of a second to recover it, so is better left alone.

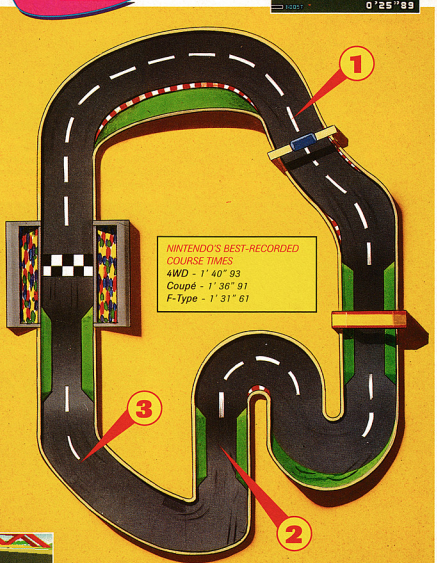
4WD

Novice drivers tend to over-steer when handling this character for the first time, perhaps not expecting such a flighty response. Only 4WD is able to drive full speed through the many roller-coaster style circuits with little fear of damaging its body work. The enormous tyres act as protection against all side-on collisions.



2.Big drop

A wrong approach to the incline before the final bend finds cars either careering into barriers or irritating the gardeners by making interesting grass sculptures. Keep to the right but aim left at the verge. This is the best set-up for the corner ahead.



3. Final bend

An almost triangular driving line is employed here to avoid losing valuable seconds. Stay close to the inside of the bend, ease off the accelerator for a split second to tighten up then burn rubber out into the home straight. Yee-hah!

OID

ITEM CHECKLIST Part 1.

As you play Super Metroid using our players guide you should collect the following items from the clutches of the Chozo statues. All items are essential if you hope to succeed against the evil Space Pirate leader, the Mother Brain!

Instead she leaves and re-enters the chamber, blasting the flies to collect the powerups. Samus is now better equipped for her first real confrontation.

▲ ***8. Collect the Bomb:***
Held firmly in the Chozo's grip lies the Bomb attachment. Samus can only use the Bombs when she is in the form of the Morphing Ball. The Bombs allow her to break walls and destroy enemies but they aren't very powerful.

▲ Big trouble from the Torizo

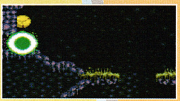
9. Rock hard!:
Hiding inside the form of the Chozo lurks the dreaded Torizo. As soon as Samus takes the Bomb the Chozo statue breaks open and Torizo attacks! Make sure Samus has 10 missiles before entering the chamber then fires them all at the Torizo's torso to destroy it. If she is short of missiles wait until the Torizo spews spores. Once blasted they reveal energy and missile replacements.

▲ ***10. Break out:***
Once the Torizo is defeated Samus heads back to the surface via the small passage to her right. Here she morphs and plants bombs to shatter the small rocks that block the passage.

10. More Missiles please:
The last task in this particular area of Crateria is the collection of the third Missile attachment. Left and downward leads Samus to the second Blue door where she enters the chamber and rolls through the small passage using bombs to destroy blockages. This blue door leads to the discovery of more missiles!

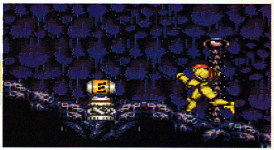
On towards Brinstar

▼ ***11. Bombs away:***
Samus enters the two remaining doors in the cave to receive map data and save her position. She then climbs the cave and exits through the wall on the far left-hand side using bombs.



▲ Collect the Energy

12. I want more life:
Blasting Waver's and Geemer's reveals useful power-ups. None of these are quite so useful to Samus as the Energy Tank situated at the far left of the shaft. There are fourteen Energy tanks located throughout Zebes. Each vessel stores 100 units of energy. Anything lost is replenished by the purple spheres left by defeated enemies.



▼ ***13. Space Pirates ahoy:***
More Space Pirates reside in the deeper tunnels but Samus requires missiles to destroy them. Lead her to the bottom of the chamber and through the Blue door. Ignore the Red door here for the time being.

▲ ***14. Give it up, Kago!:***
The Kago doesn't attack unless fired upon first. However Samus's shots cause the creature to release small insects which are easily destroyed to reveal power-ups.

ENTERING BRINSTAR

15. Approaching the check-out:
Keep Samus headed left until she reaches the elevator to Brinstar. Brinstar isn't a big area compared to Maridia or Norfair but it is home to some very important items. As in all the other areas Samus needs to visit Brinstar several times throughout the game to collect new items as she becomes better equipped. In addition to these Samus also finds plenty of missile attachments and Energy tanks, alongside some better weapons, littering Brinstar.

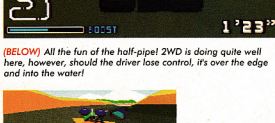
AQUA TUNNEL

However wonderful Aqua Tunnel may look it has the power to sink a driver's pride in four cruel lessons.

1. Half pipe

Gnnh! 2WD has a tough time of it in the half-pipe sections. Others are not as likely to head over the edge and into the sea but all benefit from following the curve of the half-pipe's lowest point to emerge at an advantage. A blue gem is missed too if this rule is forgotten.

(BELOW) All the fun of the half-pipe! 2WD is doing quite well here, however, should the driver lose control, it's over the edge and into the water!



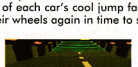
2. Second corner shaving

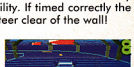
Attack this corner as straight as possible, only steering hard once the inside bend is cleared. The dip in the road places a lot of pressure on the steering, so being even slightly out of line results in a crash.

3. Splosh!

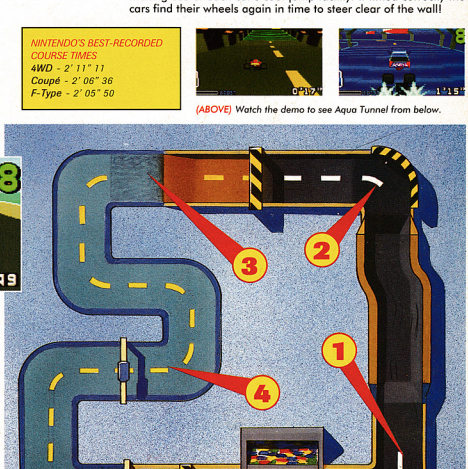
A pool of water that has collected is fun to splash through (check out the splats on the wind-screen when driving from a first-person perspective) but slows cars down. Reduce the resistance by making use of each car's cool jump facility. If timed correctly the cars find their wheels again in time to steer clear of the wall!

NINTENDO'S BEST-RECORDED COURSE TIMES
4WD - 2' 11" 11
Coupé - 2' 06" 36
F-Type - 2' 05" 50



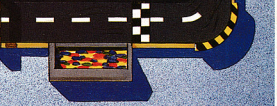


(ABOVE) Watch the demo to see Aqua Tunnel from below.



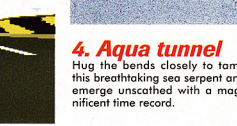
4. Aqua tunnel

Hug the bends closely to tame this breathtaking sea serpent and emerge unscathed with a magnificent time record.



COUPÉ

Throwing Coupé's back end around corners capitalises on it's nippy nature. No other car recovers from controlled skids so effectively. Picture how rally cars are put through their paces around dirt tracks as some idea of how Coupe driving is best approached.



SUNSET VALLEY

The first course the NMS team took to with a vengeance. There is no need to go easy on the gas at all throughout the mountain trail - though your stomach might advise otherwise! Here's how to go even faster...

1. Heads up

The second straight rises and falls like the back of a large camel! Avoid slamming heavily on the hard road surface by landing the cars on their rear suspension. Greater speeds are reached in a quicker time this way. Don't miss the blue gem.

2. Sinking stomachs

Immediately after the second bend another drop in the road threatens to kill all speed. The right-hand route is the best one to take, aiming for the centre of the track again to clip the blue gem.

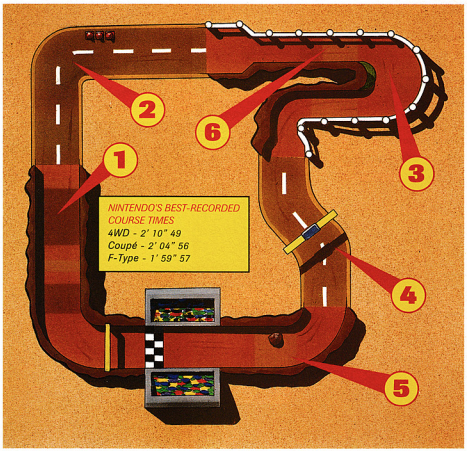
3. Hard right

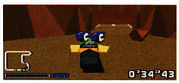
The tightest corner of the circuit is recognised by the grass verge, a fence and not a lot of room between them to manoeuvre! Steer hard right as soon as the upwardly inclined approach is cleared. A small, downwardly inclined stretch is followed by a hard left turn, but keep central for the red gem.

(RIGHT) Collection of this red gem assures 2WD that it is perfectly aligned for the tunnel ahead.

4. Nose drive

The S-bend hidden within the tunnels is treated much the same way as that in Easy Ride - just head straight on through, ready to re-align for the straight.





(ABOVE) 2WD eyes the looming boulder warily. Just clipping the rock can severely detract from a car's speed.

5. Buckle or burn?

The final right-hander takes another sudden dip. Turn into it gently or watch as your chosen car's front end buckles under the pressure and loses control! That huge boulder on the right doesn't help either!

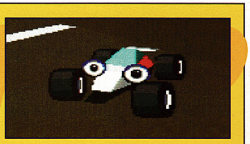
6. Headache

During the third and final lap, as the cars emerge from the first tunnel and approach the killer right-hand bend, a rock-fall occurs. So long as drivers keep close to the rock face their motors are safe. Yes this does mess up the driving line a little.

(LEFT) This rock-fall threatens to smash your car to pieces. As soon as it is passed steer back into the centre of the road to prepare for the tight cornering required ahead.

F-TYPE

F-Type requires minuscule steering alterations to prevent it veering off course. A low centre of gravity allows F-Type precision cornering but uneven surfaces wreak havoc with its light suspension. Always maintain the best driving line as hitting those straights perfectly and evenly with F-Type is very important.



Call the official hints and tips Hotline on 0703 652222

NIGHT OWL

The first taster of how magnificent an experience racing the more advanced circuits really is! Blind corners lead into straights where neck-breaking speeds are reached forcing drivers to think of nothing but the road ahead. No time for sight-seeing here, not even when an airliner screams low overhead.

(ABOVE) *Don't miss this blue gem, otherwise Coupé and the rest are destined for poor lap-timesville embarrassona.*

1. Beneath you

Make use of the car's ability to jump obstacles when tackling the second straight. Perfect performance around the corner at the far end depends on a flawless straight-line approach. As the humps and bumps only serve to unsteady the cars - even 4WD - rising above the first ramp helps a great deal.

(ABOVE) *Clipping the fence can prove disastrous when jumping.*

2. Bottle neck

The wide road narrows into something little wider than your car itself after the third bend. Steer hard right and cut through the bend rather than following its curve. This way it allows cars to rip it up down the longest straight of the course.

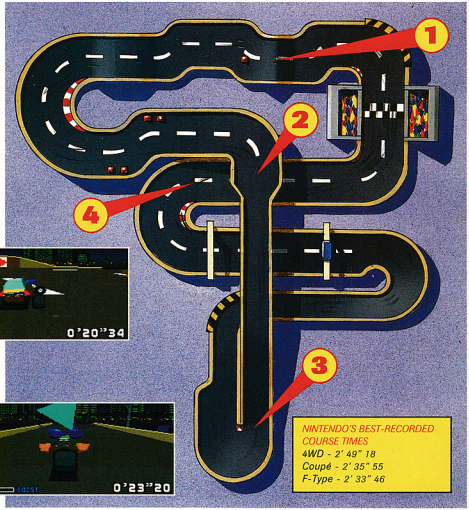
(ABOVE) *This plane flies over once every lap and is seen from a cool new perspective every time.*

3. Break what? oh!

Yes, the use of brakes are advised to emerge skillfully from the hairpin bend met at the end of the speed strip. It's also wise to save the boost supply until the ensuing right-hand corner and left-hand bend are behind you.

4. Charge!

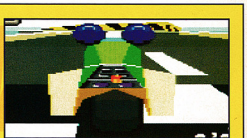
Finally it's time to rattle the windscreen in keeping the accelerator full on, all the way home. So long as the blue gem rotating at the exit of the second-to-last bend isn't ignored and the final corner is entered wide then clipped neatly, the crowds should go wild as your car melts the finish line.



NINTENDO'S BEST-RECORDED COURSE TIMES
4WD - 2' 49" 18
Coupé - 2' 35" 55
F-Type - 2' 33" 46

2WD

2WD's energy is best handled by experts only. Its ferocious kick, whilst providing the best possible acceleration and top speeds, is also a curse when encountering the half-pipes of Aqua Tunnel or the acute corners of Night Owl. The slightest knocks seriously affect 2WD's balance. Only the best if driven by the best.



NEXT MONTH...

...discard the finger-bitten driving gloves for a fresh pair and boil-wash those stinking overalls in preparation for the NHS 'Expert' tuition class.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

POCKY & ROCKY 2

CART SPEC

- **BY:** *NATSUME*
- **PRICE:** *TBA*
- **RELEASE:** *TBA*
- **GAME TYPE:** *ACTION ADVENTURE*
- **CART SIZE:** *8 MEG*

FEATURES

- **PLAYERS:** *TWO-ISH*
- **HEAD TO HEAD:** *NO*
- **BATTERY BACKUP:** *NO*
- **CONTINUES:** *INFINITE*
- **OPTIONS:** *YES*

GAME INFO

- **GAME ORIGIN:** *The original Pocky and Rocky of course!*
- **GAME DIFFICULTY:** *The hardest*
- **1ST DAY SCORE:** *Two levels completed*
- **ALTERNATIVES:** *Pocky and Rocky 1, Goeman 1 or 11*

CONTROLS

- **CONTROL:** *Joypad*
- **RESPONSIVENESS:** *Excellent*

X *Nothing*

A *Special attack*

Y *Throw weapon*

B *Use sword*

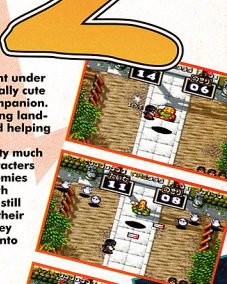
L/R *L: Nothing*
R: Throw partner

S *START: Pause*
SELECT: Nothing

For those of you not familiar with the original Pocky and Rocky, here's a little refresher: it was titled Ki Ki Katai in Japan but over here it went under the name of Pocky and Rocky. Pocky is a typically cute little warrior girl and Rocky is her raccoon companion. Together they explored their eight-way scrolling landscape blasting away suspicious characters and helping each other out in true buddy-buddy fashion.

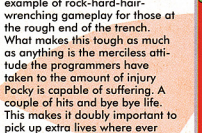
Except for a few changes, the sequel is pretty much the same kettle of fish. Two new chummy characters have been introduced, and there are new enemies to take on and even harder bosses to deal with than the original could boast. Our heroes are still in possession of a variety of attacks, utilising their weapon throwing powers and sword skills. They even get self-sacrificial, throwing each other into enemies when the going gets tough!

There are shops where players are free to improve their supplies, provided they've got the money of course, which they'll find in the shape of gold coins dotted about the magic landscape. The traditional hampers are still here, providing a myriad of groovy pick-ups, all of which prove essential in the struggle between cute and evil.



IT'S AN EASY DEATH

In an environment where the average game only pretends to challenge a players skills, Pocky and Rocky II stands as a proud example of rock-hard-hair-wrenching gameplay for those at the rough end of the trench. What makes this tough as much as anything is the merciless attitude the programmers have taken to the amount of injury Pocky is capable of suffering. A couple of hits and bye bye life. This makes it doubly important to pick up extra lives where ever possible.



(ABOVE) *The NMS Xmas party gets into full swing...*

COMMENT

ANDY

This is a bit of a let down. The graphics are every bit as crisp and as much imagination is given to level layout and the gameplay as in the original. There are two new characters to select and the challenge is upped - and then some! However it is all let down by the two-player mode. Whereas the first Pocky and Rocky title is a simultaneous two-player blastathon, the sequel reduces the second player to slave status. Granted, Player two has the choice of three unique characters, but there is no option for them to upgrade weapons or generally benefit from any of the "good stuff" left lying around. Worse still, if Pocky buys the farm it means curtains for Player two as well. Also Pocky uses her partners as missiles, which means certain death as well. Grrrr! Having said all that, I still have no hesitation in recommending this otherwise high-quality product to solo gamers in search of a decent challenge, even if this is probably the World's first 1 1/2 Player game!

SLAVE TO NUMBER ONE

To call Pocky and Rocky II a two-player game is, in fact, a bit misleading. Player two is in fact a subordinate character. His appearance in the game and his activities are ultimately at the whim of Player one. While Player one has the ability to throw his/her partner at enemies, Player two can't return the favour. Also, whether the game is in one or two-player, it is always a matter of Pocky and a partner. This is a bit of a shame really because it limits the scope of the game somewhat.

(LEFT) I tell you, these screen shots just keep getting better!

(LEFT) Hmm, let me see. Pocky is walking up a path and... aah yes, she bumps into an old bloke. Absolutely scintillating!

KEY ISSUES

Like many games, Pocky and Rocky II places a lot of importance in keys. Keys might be hidden in hampers or simply lying around, obscured by the shrubbery, but wherever they are, they're worth picking up. A key might unlock a chest that harbours a power up, or even a hut in which some wise old geezers might offer some advice.

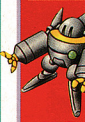
(BELOW) *"Paul! Paul! Come in quickly, your tea's getting cold!"*

INTRODUCING...

As well as the tough girl and feisty raccoon, this sequel sports a couple of new characters. One is a boy warrior who throws ninja stars and, like Pocky, wields a sword. The other is a huge bald meathead who throws gigantic bombs. He is also very useful in the number two spot because throwing him has some devastating effects on the enemy.

(ABOVE) *Here they are, they're so appealing. C'mon dollies do your dealing. I reckon.*

COMMENT



ROB

Like Pocky and Rocky this is excellently put together. While the action style doesn't vary enormously, you're so caught up in the action itself that it doesn't matter. Although on a few occasions it suffers from slowdown. Also like the original it's incredibly tough, something that really fuels its compelling qualities. But the one area in which the sequel does disappoint, is its half-baked two-player option. The bonus of two extra characters is spoiled by not being able to use them independently of Pocky. This strange two-player option alone prevents Pocky and Rocky II from becoming a classic.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION				■
CHALLENGE				■
REFLEXES			■	
ORIGINALITY		■		

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK				■
MONTH			■	
YEAR			■	

PRESENTATION — 80

▲ Nice opening sequences.

▼ Poor two-player mode.

GRAPHICS — 90

▲ Superb definition and very smooth animation.

▼ Occasional, and only very occasional slow down.

SOUND — 88

▲ Plenty of exciting blast em' sounds.

▼ Rather crummy theme tune.

PLAYABILITY — 89

▲ Easy to control, plenty of variety and action, action, action!

▼ Not a right laff for unlucky PLayer two, though.

LASTABILITY — 87

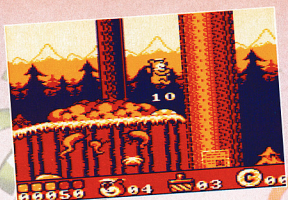
▲ The journey to the end is a long and very tough one.

▼ The lack of good two-player fun limits the fun.

OVERALL — 87

A game that is very tough, great fun to play, but tainted by the half-hearted two-player mode. The original is better give that a look first.

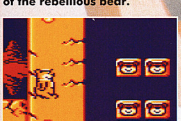
REVIEW
GAME BOY



YOGI BEAR

Sporting a feathered pork pie hat, a collar and tie exclusively, and a genius driven by the stomach, Yogi Bear is one of Hanna and Barbera's most enduring characters. In this adventure Yogi travels through forests, among the clouds, across plains and over water. And the sole endeavour of this escapade? Picnic baskets of course! Irresponsible humans have left them littered everywhere and Yogi plans to take full advantage of the fact. Naturally there are plenty of irritants standing between him and his grub, but a bear stomp normally dispatches them.

There are plenty of secret places to hunt down where extra baskets are up for grabs, and plenty of pick-ups to keep Yogi refreshed. Watch out though because Ranger Smith is, as ever, on the trail of the rebellious bear.



(ABOVE) Yogi squares! Thousands of em'. Look for the grin and the fluff lads!

CART SPEC

- BY: EMPIRE
- PRICE: TBA
- RELEASE: SEPTEMBER
- GAME TYPE: PLATFORM
- CART SIZE: 1 MEG

ROB'S COMMENT

There are some nice touches in Yogi Bear, like when Yogi drinks a mysterious potion and starts to float like a balloon. Yogi doesn't have access to any weapons and isn't very good with his arms. When it comes to tackling enemies then, it's back to the reliable ole' stomp technique with Yogi jumping on do-badders. Sometimes though this only succeeds in stopping them in their tracks so beware.

I should really be condemning this for a lack of originality. It is a very run-of-the-mill platform game, and the gameplay couldn't be simpler. However, dated as it is, it is fun to play. It's very easy to get into and, apart from some eyebrow-raising collision detection, it is also fairly fault free gameplay. There are loads of platforms to explore and some neat changes of pace and style. This isn't going to win any awards but all the same, I liked it.

(ABOVE) The fatal pendulum swings but that Yogi he just keeps on smiling! Notice also the distinct log theme in this screen shot.

(BELOW) Rain, wind or waterfall, Yogi's up to the same tricks.

RATINGS

PRESENTATION — 75
▼ The bare necessities.

GRAPHICS — 75
▲ Not great, not naff, but snugly in the middle.

SOUND — 67
▼ Sound effects and music bring new meaning to the word 'cheese'.

PLAYABILITY — 84
▲ Really easy to get into and play and oh, so much to do!

LASTABILITY — 78
▲ You'll be involved until the end but...
▼ ...it's pretty easy to complete.

OVERALL — 80
No pretender to any throne here, just a game that's good fun on a rainy Sunday afternoon!

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MAGAZINE SYSTEM

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Nintendo MAGAZINE SYSTEM

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

AN AME
FIEVEL G

Mice don't half get around don't they? There was that one that lived in the windmill in Amsterdam. That one that ran up the clock. Those three blind ones. The ones that fixed things in Bagpuss. Roland Rat - well he's sort of mouseish. They all, however, have one thing in common - if they turn up 'round my house they're dead - 'cos I hate mice, me. Brrrr!!! Anyway enough of my phobias, it's Fievel we are here to talk about. Fievel is a little Russian who loses his parents when they flee to the states. So sad a tale was it that they made a feature-length cartoon about his sorry exploits, and so successful was it that they decided to make a sequel based upon his further adventures out in the frontierland of the wild west. This, ladies and gentlemen is the game of the film. He still won't get any preferential treatment if he comes 'round my house though. Movie star or not.

CART SPEC

- **BY:** HUDSONSOFT/ VIRGIN
- **PRICE:** TBA
- **RELEASE:** SEPTEMBER
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 8 MEG

FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** Yep!
- **OPTIONS:** Norralot

GAME INFO

- **GAME ORIGIN:** Based on the brilliantly animated feature-length cartoon
- **GAME DIFFICULTY:** Medium
- **1ST DAY SCORE:** Level 4
- **ALTERNATIVES:** Adventure Island, Sparkster - any cute platformer, come to that!

CONTROLS

- **CONTROL:** Joypad
- **RESPONSIVENESS:** Good

X Nothing	A Shoot Pop gun
Y Nothing	B Jump
L/R L: Nothing R: Nothing	
S START: Pause and unpause SELECT: Nothing	

COMMENT

PAUL

For anyone who has seen Fievel Goes West, the movie, Hudson Soft's video-game interpretation serves as a great reminder. It captures the flavour of the little Russian mouse's second adventure well and provides the games-player with lots to think about. Though stages are generally straight-forward enough for anyone to work out without the aid of a major player's guide it is always more fun to explore. The fact that the game accommodates for more advanced as well as younger or more inexperienced players is a testimony to FGW's quality. Also more imaginative than usual are the end-of-level bosses whose tactics are always surprising and very dramatic. Not only is the game a pleasure to play because of its uncomplicated control, but the pure enjoyment of watching everything happen is enough to keep players hooked until the adventure draws to a close and Fievel is back with his parents again.

CHEDDAR GORGE

Visuals seen in Fievel goes West really are beautiful and demonstrate a great attention to detail on Hudson Soft's behalf. In the city, sheets are blown in the wind and a shower of rain clears the air. Later, as Fievel struggles to control a maintenance wagon on a derelict rail-road, an enormous Lumberjack's truck rumbles away in the background. The water that floods the sewers swells convincingly whilst in the murky depths ladders are hidden. Players who look more closely into the game are rewarded with secret rooms and power-up points.

RICAN TAIL
OES WEST

COMMENT

ANDY

My expectations of this game were far from high, but I'm happy to report that I was wrong. The game looks great and, better still, plays well too. Fievel is very responsive and versatile, with accurate shooting and jumping skills being needed to negotiate his way across the levels. There is a pleasant variation in game styles between the levels, with Fievel swimming for it one minute then chasing a runaway train in one of those cart-things the next. Nothing astonishingly new, I'll grant you, but putting the game in its context as one for younger gamers it is a pretty decent meat-and-potatoes platformer. Worth a look, I'd say.

(LEFT) Paul says this bit is quite scary. It's a cartoon bird swooping down. Brrrr!

SAY YOUR PIECE

Quite frankly, mice are soft. Anyone could have them in a fight - even Paul. Fievel is not your average mouse, though, and gads about the wild west "tooled up" with a shooter. Not your average six shooter either - it has unlimited bullets and the remarkable ability to extinguish flaming platforms. Hey! Hold on. That's because it's not a real gun at all! It's just a poxy pop gun with a water pistol attachment. Why, the dirty rat...!

(ABOVE) Prepare for the attack of the Spindley Killer Fish, he takes no prisoners!

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY		■		
ACTION		■	■	
CHALLENGE		■	■	
REFLEXES		■	■	■
ORIGINALITY		■		

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR		■	■	■
DAY		■	■	■
WEEK		■	■	
MONTH		■		
YEAR				

PRESENTATION — 80

▲ Nice, albeit unremarkable intro with some average looking mode-7 zoom ins...

▼ And that's yer lot mates.

GRAPHICS — 89

▲ Colourful, expressive and lavish in detail with very smooth animation. Very good in fact.

SOUND — 82

▲ Cute and inoffensive tunes with fluffy sound effects. Just like you might have expected really.

PLAYABILITY — 88

▲ There's plenty of variety and Fievel is responsive...

▼ ...but sometimes - rarely, mind you - let down by dodgy game logic.

LASTABILITY — 79

▲ Lots to do, but it's not what you'd call frighteningly tough...

▼ ...so determined gamers'll complete it in no time.

OVERALL — 83

A good, solid, better than average game with some nice surprises that'll probably find favour with younger gamers.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** TRADEWEST
- **PRICE:** £49.99
- **RELEASE:** SEPTEMBER
- **GAME TYPE:** BEAT 'EM UP
- **CART SIZE:** 8 MEG

FEATURES

- **PLAYERS:** 2
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** Three
- **OPTIONS:** None

GAME INFO

- **GAME ORIGIN:** Combines the two greatest fighting teams ever!
- **GAME DIFFICULTY:** Tough
- **1ST DAY SCORE:** Third level
- **ALTERNATIVES:** Batman Returns, Double Dragon IV

CONTROLS

- **CONTROL:** Joypad
- **RESPONSIVENESS:** Stiff

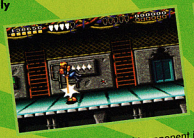
X — ATTACK
A — JUMP
Y — ATTACK
B — ATTACK
L/R — L: NOTHING R: NOTHING
S — START: PAUSE GAME SELECT: NOTHING

Domination! The Dark Queen's lifetime ambition. Domination of her minions, domination of the world, domination of the universe!

Old hat. The Shadow Boss's current status in life. He's so far failed to nail down even a small piece of Los Angeles for his own. What a schmuck!

Friends? Now there's an unfamiliar concept when dealing with super villains. Yet, in order to gain control of the Galaxy, the Dark Queen and the Shadow Boss find themselves inextricably drawn to each other for support. Joining evil forces seems the only way out.

Heroic. Well how many characters have fitted this description over the years! Perhaps the most famous heroic duo of all time are the Dragon twins - Billy and Jimmy Lee, who just so happen to be the Shadow Boss's arch enemies. However the Dark Queen and her foul schemes are unfamiliar territory, even to the street-wise Dragons. Cue Rash, Zitz and Pimple - alias the 'Battletoads.' They know the Dark Queen better than anyone. Unfortunately for them. Combining forces with the Dragon twins they become 'The Ultimate Team' - but only with the aid of one or two players, willing to undertake the responsibility of the world alongside them. Battletoads Double Dragon is possibly the hardest hitting, two-player beat 'em up ever written. Here's how...



(ABOVE) First Billy pokes his opponent in the eye, then pogos on their heads until they're hammered into the floor!

FIGHT DIRTY

It's worth considering that both Battletoads and Dragons represent completely different fighting schools, though each one of them fights dirty! To best illustrate exactly how these fellers go about their business it's definitely best to let the action speak louder than words!

(ABOVE) A few swift jabs on hooks are followed by this lightning tornado-kick!

(ABOVE) Let me have a go, Billy! Let me have a go! Oh please!!!

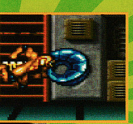
(ABOVE) Kneel Kneel Kneel

COMMENT

PAUL D.

Whereas the first Battletoads game is impressive but clumsy and the most recent Japanese Double Dragon release is better left overseas, this partnership is a match made in beat 'em up heaven. Okay so the sprites are small and the overall look isn't so far removed from the NES version but IT DOESN'T MATTER! The Ultimate Team really live up to their name and every confrontation is packed with humorous visuals and sound effects. This is cartoon violence at its most outrageous and best! Winning isn't easy either, however many moves the Dragons and 'toads might possess between them. Sharp reflexes and good timing are both necessary when mixing it with the evil forces. Players need to blow the dust off their long-forgotten beat 'em up tactics books to succeed in this game. Battletoads Double Dragon is far from being the most advanced Super NES title in the world but what it does it does almost perfectly. It's great.

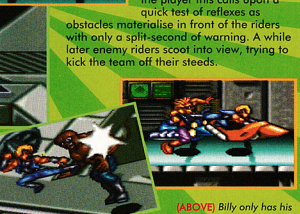
TOADS
UBLE
GON



(LEFT) *Check out these outrageous horns, used for 'ramming' opponents!*

BRRM-SKI!

Early on in the mission, members of the Ultimate Team straddle bizarre jet-skis. For the player this calls upon a quick test of reflexes as obstacles materialise in front of the riders with only a split-second of warning. A while later enemy riders scoot into view, trying to kick the team off their steeds.

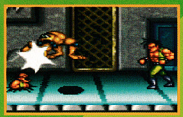


(ABOVE) *Billy only has his legs free here so kicking out is his only option. These bikes are tricky!*

(ABOVE) *Flying kicks are a breeze to Billy. He probably finds it harder standing up these*

(ABOVE) *Billy learns a new trick after every stage. Here he is throwing a rogue over his head.*

(ABOVE) *Oo-yah! Billy gets the drop on his targets with this ferocious elbow drop.*



(ABOVE) *A Battletoad's fists are good for hammering dirty scum into the ground.*

(ABOVE) *Battletoads approach their use of poles differently to the Dragon twins. Here Pimple demonstrates plucking the opposition from its feet and tossing them into the air.*

(LEFT) *The cool thing about the Battletoads is their exaggerated combat moves - like this enormous boot!*

COMMENT

ANDY

As Paul will tell you, I hated this game for the first few minutes. The characters seemed to be too slow to respond and got their asses kicked with too much ease. The first couple of levels hardly captured the imagination either. But I persevered, and I'm glad I did because I was reminded just what the fuss surrounding the Battletoads was all about. Their moves are cool - providing you can do them in time and there's a real diversity in game styles. It's all very challenging too. I must gripe about the poxy graphics, though, especially in light of the great graphics in the Battlemaniacs game - these look little better than the NES. All that aside, it gets better as it goes along and, crap graphics or not, players should give it a look - it was programmed by Donkey Kongers, Rare, so it can't be all bad!!

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

PRESENTATION — 90

▲ Very polished. Perfect for this style of game.

▼ Old fashioned and typical.

GRAPHICS — 81

▲ Cruel humour is displayed through funny animations. Back-drops are varied and emit a cool atmosphere.

▼ Weedy sprites by Super NES standards.

SOUND — 78

▲ Excellent 'full-contact' sound effects. Amusing r-r-rock music.

▼ Typical everything.

PLAYABILITY — 83

▲ Exhausts the beat 'em up theme for all it is worth. A real laugh. The Battletoads' stupendous battle tactics add to the fun.

▼ Nothing new.

LASTABILITY — 81

▲ Tough as old sparring gloves.

▼ As uninspiring as an old game genre reinvented.

OVERALL — 82

Look no further than Battletoads Double Dragon for pure, unadulterated beat 'em up action.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

VIRTUAL BART

The irrepressible Bart is back and causing in the usual tomfoolery, this time at the Springfield School Fete. Having tired of the mundane stalls he takes to a Virtual Reality machine for some fun. In typical fashion the machine overloads leaving Bart trapped in cyberspace. To escape the game-gone-crazy Bart has to complete it. That means tackling six different games that test a diverse number of skills from Bart's tree-swinging ingenuity to his prehistoric instincts. The game includes a practice option allowing players the freedom to brush up on the events they're not so hot at. Only those players with flexible talents stand a chance of getting the lemon tinted terror back to 'reality'.

[ABOVE] Baby Bart heads off to get an ice-cream, swinging from tree to tree, across clothes lines and avoiding irritating birds. The suburban jungle overcome, Baby Bart deservedly claims his prize.

[ABOVE] Bart finds himself trapped in the body of a dinosaur. Now subject to the savage laws of this age, Bart is on the run from Stegosaurus' huge flies and other dangers in his efforts to find the exit.

CART SPEC

- BY: ACCLAIM
- PRICE: TBA
- RELEASE: OCTOBER
- GAME TYPE: VARIOUS
- CART SIZE: 8 MEG

RATINGS

PRESENTATION — 68

▲ Well, it bears a passing resemblance to the cartoon. Barely.

GRAPHICS — 52

▲ Nice stills of the Simpsons characters.
▼ Most of the graphics are very substandard.

SOUND — 67

▲ Some good voice reproduction.
▼ Sound effects are thin on the ground.

PLAYABILITY — 55

▲ Some games are better than others.
▼ They're all pretty unresponsive.

LASTABILITY — 50

▼ The game's frustration and lack of invention ensure the encounter is a brief one.

OVERALL — 53

Very uninspiring and shoddily put together. A game that will attract nothing but cobwebs.

ROB'S COMMENT

Is this a joke? I mean, something this bad couldn't be created accidentally and without knowledge could it? The animation? Well, I've seen better in Chinese shadow-puppet-theatres. The playability? To be honest, on some of the games I wasn't sure it was me that was playing! Lastability? Probably about the same amount of time as it takes to get the cart out of the packaging. The only aspect of this game that so much as hints at its Super NES pedigree is the sound. No questions about this one. Avoid!

[ABOVE] Pig-like Bart's duty is to save his fellow species from life in the sty. Avoiding Krusty's employees, Bart has to change levers to free the pigs. These levers also operate the lift, enabling Bart to move between floors in his struggle for pig liberation.

Nintendo®

MAGAZINE SYSTEM

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Nintendo MAGAZINE SYSTEM

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** KONAMI
- **PRICE:** £49.99
- **RELEASE:** NOVEMBER
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 8 MEG

FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** Infinite / pass codes
- **OPTIONS:** Difficulty and controls

GAME INFO

- **GAME ORIGIN:** First Sparkster game on the Super NES
- **GAME DIFFICULTY:** Tricky
- **1ST DAY SCORE:** Arrive in Egypt
- **ALTERNATIVES:** Super Probotector, Rainbow Bell Adventure, Mega Man X

CONTROLS

- **CONTROL:** Joypad
- **RESPONSIVENESS:** Good

X	Nothing	A	Nothing
Y	Attack	B	Jump
L/R	L: Rolling attack R: Rolling attack		
S	START: Freeze game SELECT: Nothing		

The civilisation of Ezinahcem is in turmoil. Its Princess is kidnapped and there's not a person in the land who can save her – especially since the Ezinahcem military recently stood down in favour of a more peaceful existence. Held captive by the foul Generalissimo Lioness and his army, the Princess is suffering. Oh, please, no! Denied the young royal's mysterious powers and refreshing beauty it seems Ezinahcem is doomed to eternal misery. Ain't it always the way!

For ransom Lioness demands complete control over Ezinahcem. Only Sparkster, the opossum turned Rocket Knight, can save the Princess now with his skillful swordsmanship and fearless demonstrations of aerobatics. To Sparkster this is a smart opportunity to establish himself as a hero. For Super NES games players this heralds the beginning of an all-new action adventure game from Konami. Nine gruelling stages of fast-paced, edge of the seat platforming action awaits...

SP

(LEFT) Sparkster leaps from Stampey-Do's back to attack with his sword.

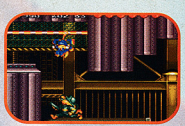
BIRD LAND

It's great to see this Stampey-Do character featuring so prominently. Stampey-Do is the coolest mode of opossum transportation around. It enables him to travel at speed through difficult areas, offering a vantage point in battle and a great opportunity for the collection of useful items.

(BELOW) Stampey-Do is raised and lowered on its legs by Sparkster as it travels along, enabling the bonus-hungry opossum to snatch all the red gems.

(RIGHT) This mechanical marvel is a useful weapon too, spitting plasma from its mouth to explosive effect!

(ABOVE) It's Stampey-Do! Sparkster discovers this weirdo bird grazing in the forest - see 'Bird Land.'



(LEFT AND RIGHT) *Rolling Attacks score multiple hits, usually against the larger enemies. Useful!*

SPARKSTER

(ABOVE) *Hanging from his tail, opossumus dynamicus surveys the scene below in preparation for his next jet-pack attack! Hello below!*

(BELOW) *Crawling beneath branches of trees and other similar limbs allows Sparkster to pass over perils that lurk below. Bonus items are collected this way too.*

(ABOVE AND BELOW) *It helps that Sparkster can look above or below himself when he is unsure of the way ahead.*

(ABOVE) *After charging his jet-pack Sparkster rockets into the fray, creating panic among the enemy ranks.*

(BELOW) *A Rocket Knight's blade is indestructible, and Sparkster proves as much by cleaving gaping holes in walls. Treasures are sometimes found this way.*

SPARKSTABILITY

Sparkster is far from being the strongest creature in the world, but his massive repertoire of assault techniques makes a mockery of the muscle-bound Lioness' brigade!

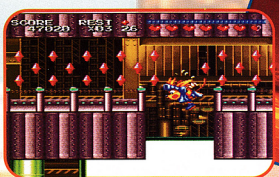
(ABOVE) *Even Sparky's standard sword attack strikes enemies down from a distance. Even those hiding behind obstacles aren't safe. NO ONE IS SAFE! HA! HA!*

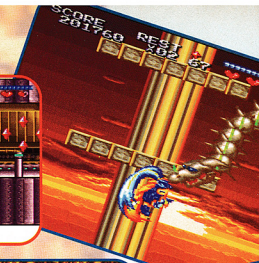
COMMENT

PAUL D.

Sparkster is fast and a little tricky to command at first but dedication is certainly rewarded. Impossible far-off points soon become easily attainable or the achilles' heel of a particularly annoying foe is finally sussed with a sigh of relief. It's also great that the hardest difficulty setting rewards more than expected. Discovering a whole new stage and a special congratulatory message makes challenging Lioness' harder battalions all the more worthwhile. This is where more experienced players ought to focus their attention, rather than toy with the easier modes. Everyone, however, can enjoy the exhilarating gameplay - rocketing above and below obstacles then laughing at the comic carnage left in Sparkster's wake. There is always something to wonder at, from the tiniest of details (see if you can spot Temper Drillin early in stage one) to the largest of bosses. So long as seasoned platform-players take on the full responsibility of the hardest mission from the offset, Sparkster presents every great thing imaginable, with some clever surprises in store too. He is easily the wildest, most energetic star to appear in ages.

SCRUMPTIOUS AND PRECIOUS





Help is never far away, though not quite so obvious or immediately beneficial. Magical apples restore small parts of Sparkster's suffering stamina, whereas a bunch of shimmering bananas replenishes it all. Red gems, seen floating mostly everywhere, revive Sparkster one extra time when exactly 100 are collected.

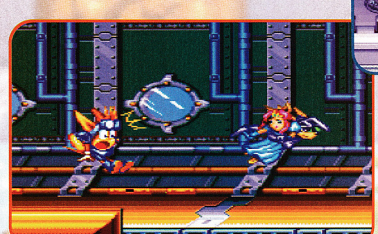
COMMENT

ANDY

Great platform games are few and far between these days. Actually, other than Super Metroid, I'd be pretty hard pressed to think of even one. So it's great to find a game like Sparkster that immediately impresses with its speed and challenge, is packed with personality, has great graphics and just gets better as you progress. The levels are very detailed, imaginatively laid out with the requisite amount of secret bits and there is plenty of variation in the gameplay throughout. What is particularly great is the number of moves Sparkster has and the skill it takes on the player's behalf to master them. On the downside the game has a few too many continues for my liking, an infinite number in fact, and it must be played on Hard to get the best from it. But, who knows, Konami may find time to change all that before November. Go get it. Definitely%u!

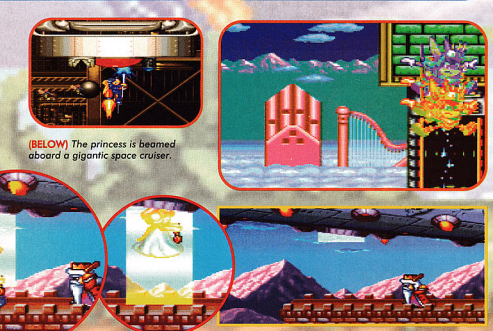
NINE DECLINER

Sparkster undertakes his quest at three different levels of difficulty. This affects his mission quite significantly - unlike most games where only the number of credits or power-ups are limited. There are more enemies to contend with, of course, but the real deal is that only by entering the hardest challenge can Sparkster truly defeat the evil that controls Generalissimo Lioness. What it is we're not telling! Also wimping out on Easy mode prevents players from seeing half the game.



BOSS-MAN'S HOLIDAY

It seems Sparkster cannot progress further than a few feet before being stamped on by some enthusiastic boss-type. Generalissimo Lioness deploys two of his most ferocious mech-guardians to dissuade Sparkster in every stage except the ninth, final combat zone. They're crazy! Check out Temper Drillin here: First his fist smashes through the floor, then his visor lowers to unleash a searing laser beam! Cool!



(BELOW) *The princess is beamed aboard a gigantic space cruiser.*

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

PRESENTATION — 88

▲ Even the pass-code screen looks cool in Sparkster. Occasional cut-sequences help the flow of the game. The presence of humour, both inside and out of the game, makes playing more enjoyable.

GRAPHICS — 93

▲ Not exactly graphics to die for, but Sparkster dispatching his foes so spectacularly is an unmissable sight. All stages are varied and of clever design.

▼ Some of the underlings are used too often.

SOUND — 87

▲ Heroic themes abound. Sparkster squeaks when hurt and everything explodes with all the right 'Kaboooms' and 'Fshooms.'

▼ Few major surprises or extra-special touches.

PLAYABILITY — 92

▲ Sparkster's a great mover. Discerning the boss-characters' weak points accounts for half the fun.

▼ No score factor. More a 'get there in the end' feeling rather than a 're-e-allup me-e-e' kind of situation.

LASTABILITY — 83

▲ A great piece of Super NES software that holds up well in any collection. Very challenging on the hardest difficulty setting…

▼ …though easy going and obvious on the easier modes. Not a great deal to go back to.

OVERALL — 91

A no-flaws, hungrily designed game seeking to impress. No risks taken, so few surprises but a finely crafted title all the same.

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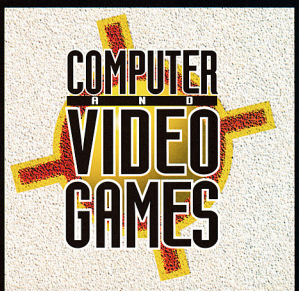

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4-WHEEL DRIVE

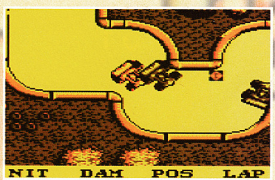
Viewed from the driver's eyes, this two-player off-road simulation is fast and convincing. The road dips and turns in a frantic manner with dusty roads being difficult to cling too and tight corners in other circuits require advanced driving skills to negotiate. A broken windscreen in the case of an accident adds further realism. Opposing jeeps are cunning and even appear to work together in blocking the player's path. It's like you're there!

REVIEW GAME BOY

Race Days is a two-in-one humdinger of a screech-a-thon with both '4-Wheel Drive' (previously 'Jeep Jamboree') and 'Dirty Racin'' featuring on the same cart. Both motor-racing games are the work of the Gremlin programming team, whose 'Top Gear' for the Super NES is still amongst the best racers around.

(ABOVE) *Who left that bone on the dashboard?*

RACE DAYS



DIRTY RACIN'

Rather than realism, Dirty Racin' goes all out for a fun style racer. Sadly it's only for one player but this doesn't detract from the long-term appeal as there are so many courses to burn up. For clarity Dirty Racin' is better suited to the traditional Game Boy's screen. Cars are boldly defined and courses are kept uncluttered so as not to confuse. With a more comic approach to the proceedings extras such as power-ups and a crazy nitro-boost make races much more interesting. There's even a shop provided where players upgrade their motors to perform stupendously well, taking corners as if on rails.

(ABOVE) *It's very telling isn't it? The way that Pete left a caption space here and not by the picture of the scantily clad girlie. Hmmm...*

COMMENT

Both 4-Wheel Drive and Dirty Racin' are worth the price of a Game Boy cart alone. It seems a crazy move on Gametek's behalf to bundle them together Likewise it's crazy for any console-racing fan to overtake such an attractive offer. This is a totally outstanding, AA approved race title!

RATINGS

PRESENTATION — 90

▲ On Dirty Racin' it's cool. On 4-Wheel Drive it's great Lot's of options in both.

GRAPHICS — 88

▲ Impressive on 4-Wheel Drive and well defined on Dirty Racing. Both are stylish.

SOUND — 79

▲ Jolly on Dirty Racin'. Mean for 4-Wheel.
▼ Weedy sound effects for both games.

PLAYABILITY — 91

▲ 4-Wheel Drive is realistic. Dirty Racin' is great fun. Brilliant.

LASTABILITY — 83

▲ Always good for a spin.
▼ Two-player wouldn't go amiss.

OVERALL — 90

A real apple-pie with cream, freshly-cut grass on a summer's day, wind blowing in your hair, back-massage of a racing game. We love it.

5 different **GUNS**,

MISSILES, super missiles,

2 kinds of **BOMBS**

and a change of clothes.

Well, she is a **GIRL** remember.

Samus Aran, the most fearless bounty hunter in the galaxy
ever; Super Metroid. It's a shooting, grappling, morphi

Nincredibly Ninvolvin

s back in Nintendo's most challenging game
g, brain-numbing 24 meg monster of a game

Nintendo

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

MAXIMUM CARNAGE

The loony bin. A home for those estranged from the rigours of society. A home for mumblers, dribblers, hysterics, paranoids, neurotics and warped criminal geniuses. As the remains of four psychiatric nurses could tell you, it's the latter you want to look out for. Carnage has escaped his maximum security nutters cell and is intent on restoring destruction to the big city. Along for the ride are similarly deranged misfits like Shriek and Doppelganger, each ready and willing to exact some revenge on the meddling web-slinger.

But Spiderman is no pushover. He has a variety of special moves which, when executed effectively, take out many opponents at once.

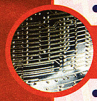
Also arriving on the scene is Venom, the suit with the soul, and players take control of him on certain levels of the game. A lot of the superbaddies turn up in the action and they can't be destroyed quickly, possessing as they do special blocking and attacking abilities. It's enough to drive Spidey mad!

CART SPEC

- **BY:** ACCLAIM
- **PRICE:** TBA
- **RELEASE:** SEPTEMBER
- **GAME TYPE:** BEAT 'EM UP
- **CART SIZE:** 16 MEG

FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** Yep!
- **OPTIONS:** Not many



GAME INFO

- **GAME ORIGIN:** Based upon a certain Marvel Comics superhero.
- **GAME DIFFICULTY:** Medium
- **1ST DAY SCORE:** Level 4
- **ALTERNATIVES:** Final Fight and any other scrolling beat 'em up you care to mention.

CONTROLS

- **CONTROL:** Joypad
- **RESPONSIVENESS:** Good

X THROW WEB

A SPIN WEB ATTACK

Y KICK PUNCH

B JUMP

L/R L: NO FUNCTION
R: NO FUNCTION

S START: STARTS/PAUSES
SELECT: NO FUNCTION

(ABOVE) It's a Venom/Doppelganger/ Shriek kick-to-the-cods scenario!

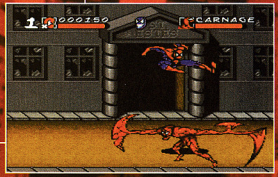
(ABOVE) C'mon Dopplegangers. Let's play horsies one more time. Just 'round the lounge once. Aw, come on!

I LIKE TO...

Spiderman certainly can move it. Not only is he adept at flying kicks and uppercut punches, but he does a special spinning kick which dispatches enemies approaching from both sides. A spinning web attack holds enemies trapped for a short period and he can also fling it out to grab enemies from a distance. It is worth remembering that he is also capable of crawling the walls, something that's useful when things get a bit too crowded.

ALTER-HEROES

Although Venom and Spiderman don't get on too well, they're both on the same side here. On some of the later levels the player gets the chance to control the purple superhero. He has some groovy special moves which a player should make the most of because he comes up against some tough enemies like Black Cat, Shriek and Carnage himself.



clusive

MUM AGE

BIN THEM!
Like most games of this genre, there are things littered about the street that Spiderman is free to use to his advantage. For reasons that remain unclear, they're mostly bins, and they come in all shapes and sizes from the small to warehouse proportions. Throwing them at enemies ensures they're done away with quicker. It's also a lovely symbolic gesture.

...MENT

ROB

This is nicely put together, using comic inserts between levels to fill out the story and build up the atmosphere. The sprites are large and well animated. However, the style of gameplay changes very little and, inevitably, things start to get a bit boring. The levels that involve using web skills succeed in stemming this a bit, but unfortunately not enough. There just isn't enough diversity to maintain a sense of enthusiasm for all that long. What condemns this game more than anything though is the lack of two-player action which you'd expect to be standard these days. Spiderman fans might be able to forgive these flaws but even they'll feel that their hero hasn't been done justice.

...MENT

ANDY

Scrolling beat 'em ups have never really done that much for me and Maximum Carnage doesn't either, alas. Spidey is fast and his special web-slinging moves can be used for attack, escape and defence, which is good. There is a nice comic feel to the graphics and plenty of appearances from your favourite Marvel characters. The music is not bad and, to its credit, the game is very challenging in the later stages. But it all amounts to the same thing in the end - strutting, climbing or web-spinning around pulverising the myriad of samey bad guys before meeting some evil villain. Good enough I suppose, if you like this kind of thing.

RATINGS

BREAKDOWN

LONG-TERM INTEREST

PRESENTATION — 80

▲ Excellent comic inserts to build up tension.

▼ No two-player option!

GRAPHICS — 86

▲ Faithful reproduction of Marvel Comics characters.

▼ Some of the backdrops lack detail and variety.

SOUND — 87

▲ Some groovy 'aracnafunk' from one-hit wonders, Green Jelly. The sound effects are smart.

PLAYABILITY — 82

▲ Quite easy to get to grips with and smooth controls. Using the web-shields in time to stop attacks is an aquired skill.

▼ The action gets quite samey.

LASTABILITY — 79

▲ It gets tough and you'll want to complete this game but...

▼ ...once is probably enough.

OVERALL — 81

A slightly mediocre beat em' up that makes few efforts to offer anything new or different.

MATCH

he plays computer games...

he reads MATCH...

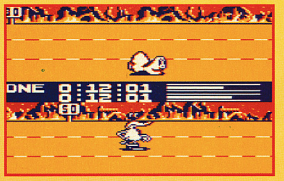
...and he plays football.

What else is there to do?

MATCH ~ the football mag that matters! Get it every week!

CART SPEC

- BY: OCEAN
- PRICE: TBA
- RELEASE: SEPTEMBER
- GAME TYPE: SPORTS SIM
- CART SIZE: 1 MEG



REVIEW GAME BOY

(LEFT) *Are you trying to tell me that these guys are faster than Christie?!*

ALIEN OLYMPICS

It's strange how relative things are. We on planet Earth consider ourselves to have some admirable athletes, yet on Planet Thorag the shot putter and all-round personality Geoff Capes was voted 'Intergalactic Babe of the Year'.

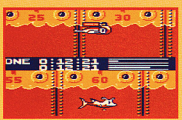
Proof indeed that aliens are infinitely better at sports than we feeble Earthlings.

Thankfully then, Ocean have created a game as a tribute to the greatest athletes in the universe. Alien Olympics sees players taking control of admittedly ugly yet unquestionably impressive examples of cosmic althleticism. There are 15 events in which players can test their skills including the Laser Leap, Sabre Launch and the Big Bounce. Essentially this is a sports game in the same mould as 'Track and Field'. The only changes are purely cosmetic. Rather than jump hurdles it's laser beams, rather than humans participating it's giant slugs and web-footed amphibians. Don't worry about what you're playing as either because their physical differences have no effect whatsoever on their abilities.

This really is a paint job, but a good one. The alien motif seems to have been stuck on to give it a more diverse appeal. What it really comes down to is bashing buttons and estimating angles. Having said this, there are plenty of events to choose from and each of them has an entertaining appeal, especially if you're playing in two-player mode. A classic? No, certainly not, but for those who feel they're missing a game in the button-bashing tradition, this wouldn't be a bad choice.

(ABOVE) *In shape he's suspicious but watch him go!*

(LEFT) *Time for target practice in the Alien Olympics.*



(ABOVE) *Jump little alien! Jump and be happy! Jump and be free!!*

RATINGS

PRESENTATION — 82

▲ Plenty of options including a two-player mode.

GRAPHICS — 76

▲ My grandmother wouldn't grumble. I might.

SOUND — 68

▼ Not particularly relevant to this kind of game, and not particularly good.

PLAYABILITY — 77

▲ No problems with the controls and very simple to get into the swing.

LASTABILITY — 80

▲ With a chum its lifespan is promising...

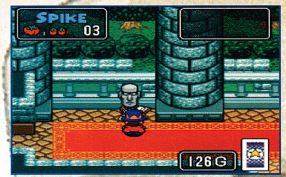
▼ ...without, it is very mediocre.

OVERALL — 78

A jazzed up sports sim that isn't bad apart from the cheap shot with the aliens idea. Two players will have more fun than one.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

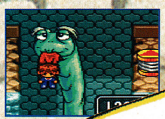


CART SPEC

- BY: NAXAT
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: ADVENTURE
- CART SIZE: 8 MEG

Does anybody know where Vladamasco is in the world? Of course you don't. That's because it's made up. As are the characters of Dracuma, Vampra and General Von Hesler - reputed rulers of said continent. Of course nobody actually rules imaginary places; they just sort of are. But Von Hesler is about to try his luck!

All manner of mythical beasts are roaming the once peaceful realm of Vladamasco. It's all Von Hesler's doing of course. If nothing is done soon an altogether evil variation of Vladamasco might arise with Von Hesler as its leader. What this situation needs is a hero. Someone like Spike McFang.



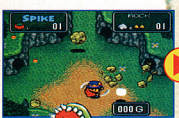
SPIKE McFANG

WHAT FIENDS ARE FOR

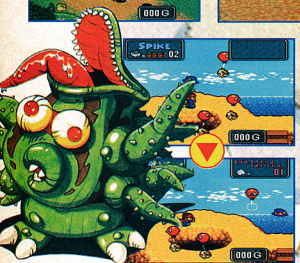
Whilst on his travels, Spike keeps in touch with an old friend called Professor Steam via his cell phone. The prof monitors Spike's progress in the absence of a tutor and gives Spike a call to let him know how well he's doing. Each call received means that Spike's fighting prowess has improved. Keeping Spike active is the only way to get better.

SPIKED JINKS

Spike is a bit feeble, with even the slightest whiff of garlic causing him to cough and splutter uncontrollably. For this reason he undergoes some intensive warrior training under the supervision of a character named Ching Cao Qiang, the spirit of Fighter Island. Training allows both Spike and the player to adjust to the controls so that both are ready to face the trials and tribulations ahead.



(RIGHT) *Swishing his cape stings Spike's enemies into shape. However too much swishing causes the vamp's head to spin.*



(LEFT) *By skimming his top hat Spike scores multiple hits against his foes.*

(RIGHT) *As a final test of his abilities, Spike meets with Ching for a sparring match.*

COMMENT

It's a shame that such a clever game as this should suffer so much from so many minor frustrations but, in the end, there are just too many irritations to make Spike McFang worth hanging on to. Spike himself is too restricted with his feeble attack methods. His hat-flinging defence is much too slow in responding and the swirling-cape generally leaves him wide open for a counter attack. There are far more similar games available that do the job much better.

RATINGS

PRESENTATION — 81

▲ A pleasant introduction sequence.
Wonderfully bright and cheery.

GRAPHICS — 81

▲ This game has an appearance of a top quality Super NES title.

SOUND — 78

▲ Great sound quality.
▼ Repetitive music.

PLAYABILITY — 73

▲ Intriguing and amusing action.
▼ Spike is too restricted.

LASTABILITY — 79

▲ The challenge level is set quite high.
▼ This isn't one worth returning too.

OVERALL — 76

Spike McFang unfortunately bites the big one, though not without honor.

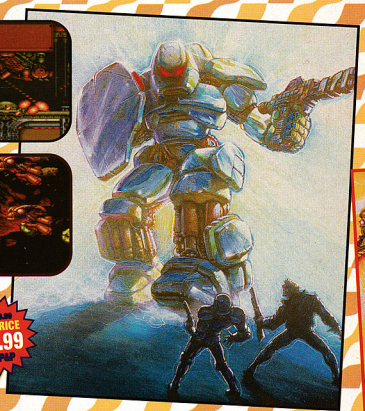
NMS HALF-PRICE GA

Exclusive

Christmas comes early this year folks, because Konami are selling five of their classic Super NES titles at half price! Exclusively with NMS, excitement-starved Super NES owners now have the opportunity to purchase Tiny Toon Adventures, Batman Returns, Pop 'n' Twinbee, Cybernator and Sunset Riders at half the usual retail price. Obviously Konami are feeling very generous at the moment, and it's foolish to miss out on such an incredible opportunity.

So don't just sit there dreaming - this is real and it's happening now, so get filling out the order form...Or alternatively, you can call our credit card hotline on 0858 468 888

This sort of thing doesn't happen often you know!



RRP £49.99
NMS PRICE
£24.99
INC. P&P

CYBERNATOR

Absolute power - that's what it feels like to play Cybernator! Konami licensed this one from NCS, the same company responsible for Prince of Persia, and the same high standard of animation and attention to detail is evident. One player leads Jake into battle, wearing an Assault SUIT similar to those seen in the Japanese Gundam series. Players have such a high level of control over this guy it's unbelievable.

Reviewed NMS, February 1993 : Rated 94%

RRP £49.99
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POP N TWINBEE

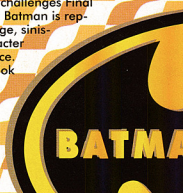
Pop 'n' Twinbee is one of the most colourful and intricately detailed shoot 'em ups available. Unusually for this type of game there are many secrets to uncover and lots of fun tactics to exploit. Even though this represents the busiest two-player action possible on the Super NES there's absolutely no sign of slow down. Amazing.

Reviewed NMS, June 1993 : Rated 86%

BATMAN RETURNS

The Dark Knight challenges Final Fight - and wins! Batman is represented as a huge, sinister-looking character with a ninja stance. He really does look cool! With around 15 different attacks including smashing his foes into walls and banging their heads together this is an outstanding usage of the Warner Bros film license.

Reviewed NMS, May 1993 : Rated 90%



RRP £49.99
NMS PRICE
£24.99
INC. P&P

...ES!!

TINY TOON ADVENTURES

This is the little loonies' first adventure and it's crammed full of fresh ideas, taking players to the point of astonished disbelief and beyond! Buster Bunny stars and finds himself skipping with Mexican mice, chasing a runaway train and taking a rocket-ship to Mars. Expect the unexpected!

Reviewed NMS, March 1993 : Rated 93%

SUNSET RIDERS

Colourful in both graphics and content, Sunset Riders presents fun two-player action with a wild west theme. Players select from three tough hombres and don their Stetsons for a truly varied game - as is Konami's trademark. Hoss riding, tin-can alley and just honest-to-goodness cowboys and injun antics mark Sunset Riders as one of Konami's most interesting arcade conversions to date.

Reviewed NMS, Nov 1993 : Rated 72%

HOW TO ORDER

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Sunset Riders : source code SR	~~£49.99~~	£24.99	❑

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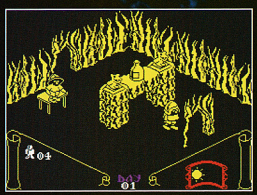
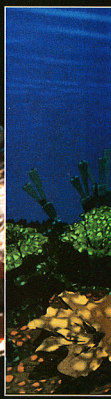
(ABOVE) A rendered image from the intro of Killer Instinct. If you think this character looks good wait until you see the others!



(ABOVE) Knight Lore - Ultimate's first isometric adventure game.



NMS MEETS A

Ninterrogation®

You read about the incredible Donkey Kong Country first here in the hallowed pages of NMS and no doubt your collective chests swelled with pride when you discovered it was developed and programmed by Rare – a UK company! But didn't you start asking yourself questions like "How did a game like this come about?", "Why didn't we know anything about this earlier?" and "Who the flippin' heck are Rare, anyway?". Questions, you'll be pleased to know, we asked too because this game took everyone by surprise. To this end we despatched our new Ed Andy McVittie on a mission, his brief: to find answers or not to bother coming back. Unfortunately he did, and here EXCLUSIVELY to NMS is his interview with the top bod at Rare. Read and enjoy!

NMS: Rare seem to have been around in one form or another for years now. Where and when did Rare start?

RARE: Chris (Stamper) and I (Tim Stamper) found our first jobs in the arcade industry in the late seventies and we met up with Joel Hochberg of Coin-it Inc from Miami. In 1982 we formed our own company, with Carole (Stamper), finished a couple of little known coin-op conversion kits, to bring in some funds and started trading as Ultimate play the Game from a small terraced house in Ashby De La Zouch. Our first title was Jet Pac running on the ZX Spectrum. For the next couple of years we released a number of very popular titles for the Spectrum and won numerous industry awards for best game, best software house etc... However, the UK industry was in turmoil, budget ranges had been invented, there was no standard of quality control, (unlike the Nintendo Seal) and we needed to make a decision for the future. So in 1985 Chris, Carole, our other brother Stephen and I formed Rare in the UK, Joel formed Rare Coin-it in the USA and together we discovered the Nintendo Famicom system in Japan. The future path was set.

NMS: What was Rare's first Nintendo release?

RARE: We developed a skiing game called Slalom and licensed this to Nintendo for the NES and also their Vs coin-op arcade system. This was quickly followed up by RC Pro Am on the NES and numerous other titles published by Nintendo or other third parties.

NMS: Donkey Kong Country arrived like a bolt out of the blue. Just how long has Rare been working on it?

RARE: Under a veil of high security we invested in a number of Silicon Graphics workstations at least two years before we started the development of Donkey Kong Country early last summer.

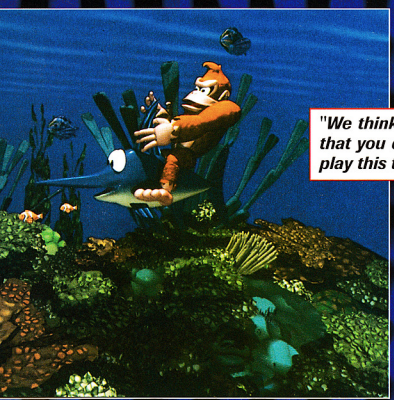
NMS: Is it true that Donkey Kong Country was developed for a 32-bit machine, then the realisation came that the Super NES was capable doing similar things?

RARE: Donkey Kong Country was always intended to run to run on the Super NES, but fully utilised our discoveries of the two year research and development period for future, higher level machines.

NMS: Donkey Kong Country is graphically the most amazing thing we've seen on the Super NES. Why has it taken so long for Super NES games to reach this standard?

RARE: In order to attain the exceptional quality of Donkey

"We think we have proved with Donkey Kong Country, that you do not need a CD ROM or a 32 bit system to play this type of game..."



(ABOVE) No, not a screen shot from the game; this is a 'Power Alias Animator' rendered image. The same technique is used to create the game's visuals. Cor!

RARE BREED

Ninterrogation®

Kong Country on the Super NES, it requires not only the skill and dedication of the artist, but also the power of workstations such as the Silicon Graphics and software tools like Alias' Power Animator, this technology was not readily available.

NMS: Have any significant breakthroughs been made in Super NES programming as a result of Donkey Kong Country?

RARE: The biggest breakthrough in Donkey Kong Country is the level of graphical detail and atmospheric realism that we have managed to create - all without the use of specialised chips! The most difficult hurdles were all at the very start of the project. We had to convert the 24 bit, 16.8 million colour images created on Silicon Graphics to standard Super NES format. Once we had developed a proprietary method to overcome this hurdle, then we had to find a way to manipulate the graphics to create the various maps and backdrops. In our desire to perfect the techniques many different models of Donkey and Diddy were created and animated, incorporating personality as well as movement.

NMS: Do you believe you have now reached the limit of the Super NES' capabilities?

RARE: We always believe there is room for improvement and the "limit" can never be attained, so players should look out for future Super NES products from Rare. Just imagine what we can do if we use some specialised chips!

NMS: Was Donkey Kong Country developed with the character of Donkey Kong specifically in mind?

RARE: Donkey Kong Country was developed around Donkey Kong, we created a new buddy for DK called Diddy Kong, however we already conceived a particularly mischievous group of baddies known as the Kremlings, who were just waiting for a suitable good guy to come along and conquer them.

NMS: It's known that Rare is also working on Killer Instinct using Nintendo's new Ultra 64 technology. How far into production is this? Is it still on track to appear in the arcades in the autumn?

(ABOVE) Another 'Alias Animator' image from Donkey Kong Country. You'll get a chance to ride a minecart through underground tunnels later on in the game. Diddy and Donkey Kong must avoid broken tracks and evil Kremlings to make it home safely.

"The biggest breakthrough in Donkey Kong Country is the level of graphical detail and atmospheric realism that we have managed to create - all without the use of specialised chips"

RARE: Killer Instinct is nearing completion and should be in the arcades during the last quarter this year. We have been working on this game for some time and are very excited about it being ready for the launch of the Ultra 64.

NMS: Given this apparent quantum leap in Super NES technology, is there a possibility that a scaled down version of Killer Instinct will appear for the machine?

RARE: We have no plans of producing a scaled down version of Killer Instinct for the Super NES, but we very much look forward to games players being able to play the game at home on the Ultra 64 unit in 1995.

NMS: Is Rare currently working on any other projects for either the Ultra 64 or the Super NES? RARE:We are unable to announce any other titles in development at the moment, however, using the same techniques as used in Donkey Kong Country, we are creating Donkey Kong Land for the Game Boy which is also compatible with the new Super Game Boy.

NMS: Rare has a reputation as being the quietest software developers around. We tend not to see or hear anything from you until it appears in the shops. Put simply, why?

RARE: Rare maintains a high confidentiality policy because we like to do what we do best and that is development. We tend to let the games speak for themselves.

NMS: How will Killer Instinct differ from the multitude of fighting games around at the moment other than its technical achievements?

RARE: Nintendo of America privately demonstrated only a small section of Killer Instinct at the CES to demonstrate the Ultra 64, but all the best features of the game were not on view on this occasion. You will have to wait and see why we think this game breathes new life into the stagnant fighting game genre.

NMS: Which games inspired the development of Killer Instinct?

RARE: Obviously, like everyone else, we enjoy the fun of two-player combat, but we thought we could do it better!

NMS: Will the home version of Killer Instinct be any different to the coin-op?

RARE: There will be no degradation of Killer Instinct when it becomes available for the home unit. If anything it will be better, as we will have the opportunity to gain feedback from the players in the arcades and implement any improvements.

NMS: And finally, what of the future of the Super NES - Has it now, in the light of the advances made with Donkey Kong Country, become a machine with more scope for development than some its critics might say? Have we seen the rebirth of the Super NES?

RARE: still has a bright future, even though technology is advancing at lightning pace. We think we have proved with Donkey Kong Country, that you do not need a CD ROM or a 32 bit system to play games featuring high quality images of Advanced Computer Modelling (ACM)

And there you have it - the first interview Rare have done for years, literally - they don't call themselves Rare for nothing, you know! Proof also that there is a lot of life still left in the Super NES <I>and</I> the Game Boy. So next time someone starts going on about the marvellous 32 bit systems, show 'em this and tell 'em to shurrup! We'll have more EXCLUSIVE news on Donkey Kong Country and Killer Instinct in or very next issue.

PC GAMES

Phew! What A Scorcher!

You'll need asbestos gloves to handle the latest issue of PC GAMES — it's hotter than... er... something very hot *indeed*. Why? Well, just take a look at this line-up...

WARM!

Slam In The RAM!

We tell you how to turn your PC from a 1Mb dunce into an 8Mb super-brain. Don't be scared — it's easy!

HOT!

Disk-tastic!

Two high-density disks, packed with excellence! Their contents are so Top Secret, that if we told you what was on them we'd have to kill you. Rest assured, however, they're pretty fab.

HOTTER!

Previews A-Go-Go!

We take a in-depth look at a whole heap of forthcoming goodies, including:

- NASCAR Racing — The crash-'n'-smash sequel to IndyCar Racing!
- Sim Tower — Can Maxis out-sim its own SimCity 2000?
- Wing Commander 3 — Origin goes movie mad *again*!
- Colonization — Sid 'Civilization' Meier returns!

HOTTEST!

Inferno

Oh, almost forgot — *we've* got the first review of DID/Ocean's stunning space epic, despite what other, lesser mags might tell you!

HE'S FAT! HE'S ROUND! HE FARTS WITHOUT A SOUND! HANG ON, THAT CAN'T BE RIGHT, WHEN SEAL LETS FORTH A "TROUSER COUGH" SMALL MAMMALS - AND A FEW BIG ONES TOO - RUN FOR COVER AS FAR AWAY AS, OOH... BRIDLINGTON AT LEAST! ACTUALLY, THAT'S NOT STRICTLY TRUE EITHER - SEAL HASN'T GOT ANY TROUSERS. WELL, NOT SINCE HE BLEW A HOLE IN THE LAST PAIR. IT'S THESE KIPPER CURRIES, Y'SEE. GOOD LORD! WHERE IS THIS INTRO GOING? LOOK, IF YOU'VE GOT ANYTHING YOU'D LIKE TO SHARE WITH OUR UNLOVELY SEA SCUM, SEND IT INTO **C'MON SEAL, PLAY US YOUR TRUMPET INVOLUNTARY ONE MORE TIME, MAILBAG, NMS, EMAP IMAGES, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.**

provided a very lively discourse within the office. Alas we could find no common ground, Paul insisting there was no proven link between Video games and violence and Andy positing that parallels could indeed be drawn between the rise in playground 'pastings' and the popularity of games such as Mortal Kombat. Happily the row was settled when Gary had his say and hurricane-kicked Paul into the middle of next week and tore Andy's head off saying in a deep voice "Johnny Cage wins!".
Make of that whatever you will.

BAN THIS LETTER!

Dear SEAL
I know that I'm a whiner but I just had to complain about the bureaucratic censorship of video games by people who don't know anything about them and are doing it simply to appeal to the trend of political correctness. They think that there is a public outcry to ban such things and that video games are the children's equivalent to video nasties. But there isn't a public outcry, only the extremists rallying together. Ask any normal person and I don't think they care a bit but they probably wouldn't speak out to say so.
I do think that minority action groups like this are entitled to their opinion but they must back up their statements. There has been no real extensive scientific research into the relationship of video games and indeed videos in proving an 'inappropriate role model for children' and effecting the mental behaviour of children. Anyone should be able to see that after playing a video game you don't start filling up with air like Kirby, or performing dragon punches on a mate. If you do, go get a life. Why don't the complainers try the simple but effective experiment of having a go at video games. The media should be trying to find out the real cause of the world's problems instead of focusing their attention on what is a purely harmless and fun subject. Video games are after all entertainment and not the evil enchantment it is often portrayed as. Unless people see that they are responsible for their own actions, there will always be a scapegoat for the tragedies of the world.
Tommy Yu, Telford, Shropshire

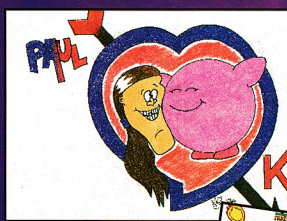
(ABOVE) *Brian Francis' inspired representation of the Secret of Mana heroes.*

SEAL:A very interesting argument Tommy, and one which

GOOD AFTERNOON, MY NAME IS CEDRIC...

Dear SEAL
Your mag is excellent. You know, there are some very weird people in this world who do very weird things. I was wondering, maybe you could start up a section called 'the weird section', where people have to send in their weirdest photos or letters and whoever has the weirdest could win a prize or something.
Joseph Phuong, Richmond, London

SEAL:Or how about the "Normal Corner" where readers get to send pictures of themselves at Scout camps singing gaily around the campfire, or we could print homework essays that have scored particularly highly, shiniest shoes of the month. Ooh, you've got me started now...



(ABOVE) *Yes, Paul thinks Kirby is cool. Not sure he'd go this far though!*

(RIGHT) *A very stylish depiction of Dhalsim, from Richard Stevens of Cheltenham.*

(BELOW) *Capcom take note, Paul Brookfield from Bolton has style!*

(ABOVE) *Whey hey! It's those raunchy Puma Sisters, ably painted by John Wagg from Leeds.*

WASSA CHADDOCK?

Dear SEAL
As I was looking through the latest NMS I was a bit depressed. Then I got to your section - Party poppers and funny hats on! Then a truly magnificent idea sprang into my pathetic little head. Why don't you kick out Tim Boone and Paul Davies and edit your own magazine. It could outsell any magazine, probably even this one! Please don't kill me for grovelling.
Andrew Chaddock, Stoke-on-Trent, Staffordshire

SEAL:Firstly, congratulations on having the daftest name this month. Secondly, you've already got half your wish, what with Tim already having sloped off to pastures new. As we speak, Seal is smacking his lips and eying Paul rather suspiciously. So who knows, SMS could be nearer than you think!

BUY US A MORTAL WOMBAT, MISTER...

Dear SEAL
According to the Gamesmaster magazine (issue 16), video games will carry an age rating such as 0-10, 11-14, 15-17 and 18+ depending on the content of the game. This is a cack idea and ELSPA (the industry watchdog) should get their heads kicked in for this. Games like SF2 Turbo and Jurassic Park (not very scary at all) will carry a whopping 11-14 license. I was hoping to get Mortal Kombat 2 when it comes out but it looks unlikely because this will be a 15-17 license. I've seen the arcade version and although it's got loads of blood and death moves in it, it shouldn't carry such a heavy license. I don't think this new system will work though because people to young to get a certain game will probably get one of their older mates to get it for them. I'll be surprised if this new system does work though because such censorship hasn't stopped people under age watching video nasties.
Bon Mo, Rusthall, Tunbridge Wells

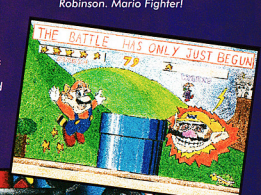
SEAL:You're right, the rating system most likely won't stop players getting hold of certain games. More likely companies who were previously unable to release games because of their violent or sexual content will be able to slap on an 18-certificate and bung 'em out. Also I suspect we'll see some software houses giving games higher ratings just so that daft chaddocks like you will think they're something good and get their older mates to buy them - if they have any mates, that is. You have been warned! Also, did you know your name is French for "good word"? Cos it is. Well, nearly.

MONK BUSINESS

Dear SEAL
I am currently a Super NES owner but I want to talk about the NES. When my friend went to Vietnam he says he had played Streetfighter II on the NES and there are new characters.He says there is a monk in the game. I am asking you if this is true or not. If it is true will you write a bit of information about the game. I'm sure a lot of NES owners will want to buy this game so when will it be out in the U.K. and how much will it cost?
Guangwen Duong, New Cross, London

SEAL:A pirate version of SF2 snuck into shops in the Far East only. It had half the characters missing and was completely cack. As such it will never come out in the UK and hooray for that. If there was a monk in the game he came on to pray for the whole sorry affair to finish quickly.

(BELOW) *Definitely our favourite pic of the month, from Ben Robinson. Mario Fighter!*



(BELOW) *Jamie Nevada is hoping to get into college with this intensely detailed composition. Mmm, yes, good use of colour... lovely little characters... whaff , whaff...jolly good. You're in.*

(LEFT) *Excellent work Darren McKeown, except Akuma's got no legs!!!*

THIS LAD SHOULD GET OUT MORE OFTEN

Dear SEAL
I was sitting down just last night, thinking about what to write. So here it is...

NMS is not a mess,
It keeps you up to date,
All the latest new releases,
Handed on a plate.

Batman, Bubsy, Bob and Bart,
Tiny Toons and Mario Kart.
Magic sword and Mr. Nutz,
Mortal Kombat has the guts.

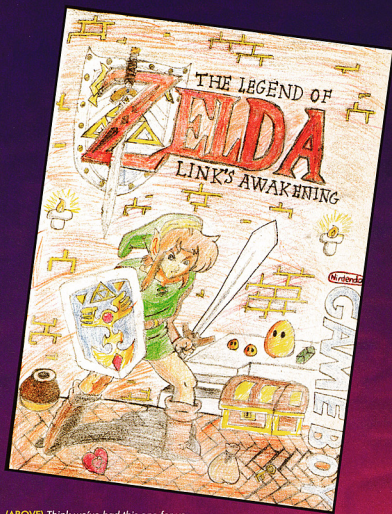
Streetfighter 2 and the ninja turtles,
Make Sonic the hedgehog run round in circles.
Sega mags will never make it,
Whilst NMS is on the market.

I hope you really liked this as it took me a long time to do.
Cevin Turner, Leicester

SEAL:Like it?! It's a goddamn masterpiece! No seriously! Our NMS Literary Correspondence, Frederick De Poncé, had this to say: "Yes, Turner certainly seems adept at conveying the post-structuralist nightmare of apocalyptic nothingness. His contortion of established formalist norms give the poem an eerie sense of self-abasement." We'd like to agree with Fred De Poncé. Really we would.

(ABOVE) *A fine article from the sharpened pencil crayons of Robert Nathan. Pity T Hawk's head has caved in though, eh.*

(ABOVE) *Lee Tambling's day-glo offering was created on a computer.*



(ABOVE) *Think we've had this one for yeears! It's stood the test of time, though, and Lee Webb should be proud of himself.*

(BELOW) *Okay Jacob Halpin, we believe you. You didn't trace this at all. And it's great!*

THIS LAD SHOULD STAY IN MORE

Dear SEAL
In my adventures into the world of the Super Nintendo, I have witnessed many games to be quite amazing such as Streetfighter II and my personal favourite, Shadowrun. Anyway, getting to the point, the main purpose of this letter concerns football simulations. I have played Super Soccer, Striker, Kevin Keegan's, Sensible Soccer and Kick Off 2 on the Super NES. What I found when playing these games though, was that there was one minor flaw to all of them. I shall keep you in suspense no longer!...When a team beat the keeper, score, stuffing the ball into the back of the net, the net doesn't bulge! It just stays still as if the nets are steel-reinforced! The next thing you'll be telling me is that the players don't leave divots in the pitch when they shoot! The same goes for all of the Soccer games that I've played. When people score, especially me, I like to see the ball stuffer in the 'bundle of string' so that the gutted goalkeeper has to push the net away from his frustrated body to pick the ball up and kick it back to the centre spot. Why doesn't the net bulge? Is it to do with any animation difficulties? or sprite programmes? Thanks for your time and attention on what is an intriguing and delicate subject.
James Sands, Littlehampton, West Sussex
SEAL:Yeah! This drives me mad every time, I mean they are real little blokes running around on miniature football pitches inside your telly so they should leave divots behind, and everything! And another thing - why doesn't a sweaty bloke in an old-fashioned tracksuit come on at half time with a tray of oranges? Yeah, come on programmers! Yeah!
(Note to the West Sussex Water Board: Please stop tampering with the water in the Littlehampton area. Thank you)

KERRANG!

YOU WON'T FIND THIS MAN IN KERRANG!

YOU WILL, HOWEVER, FIND THE LATEST, UP-TO-THE-MINUTE HOT METAL NEWS, THE MOST EXTENSIVE ALBUM AND LIVE REVIEWS, THE WORLD'S ONLY WEEKLY METAL GIG GUIDE, PLUS THE MOST FEARSOME FEATURES IN METAL! YOU COULD SAY IT'S THE KIND OF QUALITY YOU'D EXPECT FROM THE WORLD'S GREATEST HEAVY METAL MAGAZINE!

KERRANG! – SKULLKRUSHIN' METAL MAYHEM, EVERY WEDNESDAY!

Q&A: READER SYSTEM

GAME RELEASE
WHAT TO BUY
NEW TECHNOLOGY

3.30am on a Wednesday morning and I can't sleep because it's hot enough to bake a pizza. The only thing on telly is America's bloody Top 10 and as far as I'm concerned they can stick every one of them, right after the other. So what's the alternative? What do you do? Read a book? Nah. Cup of cocoa? Nah. Burn up the M4 and try to get onto Police Stop 3? Nah. Paint your willy green and crash land on top of Buckingham Palace? Nah. There's only one thing for it, It's time to answer this month's Q&A, in which the standard of quezzies has proved well decent once again. So, pausing only to turn off some yank "musicians" poncing about and making fools of themselves, may I humbly present this month's selection - sent, as ever, to: GRAHAM - GET YOUR FINGER OUT AND GET ON WITH SOME PROPER WORK, Q&A, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1 3AU.

FX FAX FIX

Dear Tim
Please, please, please answer my questions.
1. Will there be any sports games using the FX chip?
2. Is Mario Land 3 any good?
3. Which of these do you think is best: Plok, Cool Spot, Yoshi's Cookie and Addams Family?
4. Is Super SF2 better than Mortal Kombat 2?
5. Which are the best four football games?
6. Out of 20, how would you rate Zelda on the Game Boy?
STEVE KYRIACOU, London

TIM: 1. At the moment it's not looking very likely.
2. Yes. Splendid, in fact.
3. I'd rate them in this order: Plok, Yoshi's Cookie, Addams Family, Cool Spot.
4. Personally, I don't think so.
5. FIFA, World Cup USA '94, Kick Off 3 and Sensible Soccer.
6. 18 and a bit.

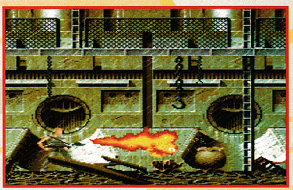
WILL NINTENDO WIN THE WAR?

Dear Tim
I would like to know the answers to some questions which have been annoying me for some time, so let's begin.
1. When will Nintendo get their act together and bring out another computer system?
2. Is Alien 3 worth the money?
3. Some of my friends say Nintendo are fighting a losing battle against Sega. Is this true?
4. Please name five games you would recommend.
5. Why are Super NES games so expensive?
Hope you'll print this in your excellent mag. See you. Bye.
DANIEL BECKINGTON, North Yorks

TIM: 1. Soon Nintendo's Ultra 64 machine will debut in the arcades later this year. The first two games will be Killer Instinct and Cruis'n

(ABOVE) *Somewhere in this spread is a question pertaining MKII. Can you spot it?Hint. It's below.*

USA. The world is that Mortal Kombat 3 is being developed specifically for Ultra 64, and that should hit the arcades early next year before being sold as a home cartridge. (Not a lot of people know that!) Nintendo plan to sell the home machine for around £200, and from what we've seen of Ultra 64 so far, its specifications are going to blow each and every rival machine out of the water. However, Nintendo know only too well that it's the games that count above everything - and they're throwing an awful lot of time and effort into getting the games for this outrageously good system absolutely right. More on all this soon.
2. Yes.
3. No, it's the other way around. Globally, Nintendo are winning the video games war hands down. It's true that in America more people own Sega than Nintendo, but that's yanks for you. In Japan, Nintendo has about 80 per cent of the video game market and Sega less than five per cent. In the UK it's about 50-50, with Nintendo slightly ahead, but this year Nintendo UK have been having more and more success.
4. Off the top of my head: Mortal Kombat 2, StuntRace FX, Super Streetfighter2, Bomberman 2 and Super Metroid.
5. At the moment, only the new releases cost a lot. If you're prepared to buy slightly older titles there's never been a better time to pick up some All-Time Classics at bargain prices.



(ABOVE) *Look Mummy, it's one ov dem Alien 3 screenshot fings. Day make me larf...*

BACK TO REALITY

Dear Tim
I have some questions about Ultra 64.
1. Atari are trying to keep a full screen picture on PAL televisions. Are Nintendo going to do the same?
2. Have any software companies like Namco or Konami signed up for Ultra 64 yet?
3. How many buttons will the joypads have? I expect there'll be quite a few!
4. With Ultra 64 hitting the

arcades this year isn't the technology going to make most other companies' games look outdated? And what with Streetfighter 3 on the horizon, isn't it bad news for Capcom?
5. Aren't Nintendo going to lose a majority of adult consumers because of the lack of a CD-ROM peripheral
6. Have you got a more exact release date for Ultra 64 in the UK?
Sorry to be so negative but thanks for answering my questions.
SEAN PEARS, Kings Lynn, Norfolk

A TIM: 1. Everything we hear about Ultra 64 leads us to believe that Nintendo are taking their time to get everything exactly right.
2. Developers are currently-falling over themselves to sign up for the new machine. There's absolutely no reason why Konami and Namco shouldn't be among them.
3. The Ultra 64 joypad could feature up to 8 buttons. There'll probably be the usual four on the face of the pad, with four paddles at the top instead of the usual two on the Super NES.
4. Considering the rumours I'm hearing that Mortal Kombat 3 will be specifically developed for Ultra 64, it should indeed be bad news for Capcom. However, they've always got something up their sleeves...
5. No. CD is already a dead donkey, and Nintendo know that. Ultra 64 will cater for everyone, young and old. That was the plan from day one.
6. There's no official release date anywhere yet. However, Ultra 64 is such a Big Thing that I wouldn't be at all surprised if the home machine was introduced as a simultaneous worldwide launch.
PS Good questions! Keep 'em coming!

SOCCER SHOCKER

Q Dear Tim
Please answer my questions because I have been meaning to write to Q&A for three months!
1. Which game is better: World Cup Striker, FIFA, Virtual Soccer or World Cup USA '94?
2. Which of these has the highest playability and presentation?
3. I'm not too bothered about graphics and sound. Which do you think I should buy next, considering I already have Striker?
4. Is King Of Dragons coming out on the Super NES? If so, when - because it is my favourite arcade game ever!
5. Is Super Streetfighter Turbo coming out on the Super NES? When?
6. How much will it cost?
7. Is it worth getting Super Streetfighter first?
8. How much will Mortal Kombat 2 cost?
9. What order from best to worst would you rate these games: Super Streetfighter, Mortal Kombat 2 and Tournament Fighters, all on Super NES?
10. Can you send me fifty quid?
J KIRMAN, Grimsby, S Humbs

A TIM: 1. FIFA, World Cup USA '94, Virtual Soccer and World Cup Striker.
2. AARRGH! Alright, this last time: World Cup USA '94 and World Cup Striker are high on instant playability, while FIFA and Virtual are stronger on presentation.
3. AAAARRRRGGGHHH! If you want a footy game that looks like footy on the telly, get FIFA. If you want one that plays a little faster and has about a billion options, get World Cup USA '94.
4. I haven't heard of any UK release plans.
5. Seeing as Non-Turbo Super Streetfighter is already out, probably never.
6. See Answer 5.
7. Look - just get Super Streetfighter, will you?
8. It's a multi-meg cart, so probably £60 or thereabouts. I'd be very surprised if Acclaim can do it for less.
9. MKII, SSF2, TTF.
10. After those questions, I think you owe me five hundred...

(LEFT) *Virtual Soccer players stand around aimlessly as Baggio's mystical skied penalty shot goes into its fourth orbit.*

SECRET STREETFIGHTER

Q Dear Tim
1. I have heard rumours of a secret player on Super Streetfighter Turbo. Is this true?
2. Who is he and what's his story?
3. What moves has he got
4. What is the best Multitap game?
5. Who is your favourite Tournament Fighter?
6. Who is your favourite new Streetfighter challenger: T Hawke, Fei Long, Cammy or Dee Jay?
7. What do you think of Ultra 64?
Thanks.
FERDINAND TUINMAN, The Netherlands

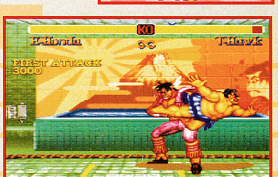
A TIM: 1. Yes. Akuma Long pops up in the arcade game and gives you a damn good hiding. To the best of my knowledge he's been left out of the Super NES version. It's extremely annoying.
2. Akuma is Sheng Long's son or nephew and he had the same tutor as Ryu he has all Ryu's powers and a couple more besides. He's a Very Hard Bloke indeed.
3. See Answer 2.
4. NBA Jam and Bomberman are both a brilliant laugh in Multi-Play mode.
5. Shredder, because he's the only one Gary has any trouble against.
6. T Hawke, because he's difficult to master and lethal when you do.
7. I think it's The Future Of Games.

IS JEDI READI?

Q Dear Tim
Would you please answer some very important questions.
1. I would like to know if Super Return Of The Jedi has been completed for the Super NES and whether there will be any previews in your wonderful mag.
2. When is Fighters' History coming out for the Super NES
3. Which will be better out of Spiderman - Maximum Carnage and Return Of Superman and when are they coming out?
THE MAN WITH NO NAME, And no address either.

A TIM: 1. Yes and Yes. Soon.
2. It's out now in Japan. No plans yet for a UK launch.
3. Wait for the review and see.

(ABOVE) *"Arrgghh! I'm not playing if we have to pick the fat kid with the bad chest again!"*



(ABOVE) *Super SF2, It's not bad either. In fact it's bloody great and makes Fighter's History look like the derivative tosh it really is. In real life. Actually.*

You may have noticed a change this month. Q&A's had a bit of a redesign. Not only that but the quality of the letters has dramatically risen. At last!! If you have any kwality kwestions send 'em off to ALL PRAISE PETE'S SPANKY NEW Q&A , LONG MAY HE REIGN. Ta Ta.

SMURF CULTU
20 SMUR

Believe it or not the Smurfs are responsible for an early eighties dance craze, about five hit dance records with names like 'Letzmurph Acrossdasurf' and an awful lot of respected graffiti art. What's more they're soon to star in two new Nintendo platform games – one for Game Boy the other for Super NES – which is the whole reason behind this smurfin' Work in Progress feature.

ONCE UPON A SMURF

The plot remains the same for both smurfin adventures: Gargamel, an evil sorcerer, has kidnapped four of smurfdom's most smurfinest smurfs. Brainy Smurf, Greedy Smurf, Jokey Smurf and cute little Smurfette are all locked away in a place so terrible just the thought of it makes you want to smurf! What's a Smurf to do?

SMURF'S UP

This isn't just a platform game. It features exciting sledging excursions, and a rail-chase where points are switched to avoid crashing. Naturally the Super NES makes the most of it all by presenting the sledging and an additional greased-pole sliding section in brilliant Mode 7.

(LEFT) *Greedy Smurf waits until the sack of sasparella leafs is raised before trundling onwards.*

(RIGHT) *Brainy Smurf squints into the dark, using a candle to light his way. Nice effect, eh.*

SIDE WITH THE SMURFS!

E IS BACK FIN LEVELS

urfs

SMURFOLOGY

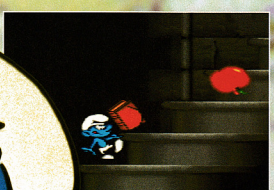
Smurfs are only distinguishable by their outfits, and even then they look pretty much alike! Brainy Smurf sports the kind of spectacles worn by studious types, Jokey Smurf wanders about carrying parcels containing practical jokes (like you're really going to fall for it the second time around!) and Smurfette - a female - wears a pretty dress. In so far as the game is concerned the different identities add variety to the game play.

CRUISIN' FOR A SMURF

Each Smurf rescued in the Super NES version becomes available as a player-controlled character, with Hefty Smurf serving as a good all-rounder.

(RIGHT) *Smurf! Smurf like the smurf in the smurfing smurf level.*

(BELOW) *The cat that got the cream - almost. It seems Greedy Smurf's reactions were a little slow here.*



SMURF SIZE

For those who don't remember, or simply need reminding, Smurfs are actually very small. Even giant Gargamel is just a regular human being - albeit a bit twisted in the head. 'The Smurfs' is, in fact, quite a large game, comprising 20 stages of Smurf fantasy landscapes and funky creatures.

(ABOVE) *Duck Tales, whoo-hoo! Oops, wrong cartoon... Greedy Smurf ducks out for a quick sail down the river.*

WISH UPON A SMURF

Infogrames' 'The Smurfs' isn't due until much later this year, in fact the little blue folk may well take until the new year before smurfing onto the Nintendo scene. In the meanwhile Smurfollowers can always adorn themselves in a 'Smurfs Inc' hat designed by the 'Million Dollar' clothes company or appease themselves by hunting down such vinyl classics as 'Smerphies Dance' by Spider D, 'Smurf For What It's Worth' and 'Salsa Smurf' by Special Request or simply that all-time classic 'The Smurf' by Tyrone Brunson. Or maybe not.

BIKER MICE FROM MARS

If you watch The Big Breakfast every morning you'll be familiar with these alien rodents, appearing as they do in a cartoon that's proved very popular in America. Can they steal the Mutant Turtles mantle? Find out in yet another exclusive NMS preview!...

If you haven't heard of the cartoon, and it isn't exactly a huge hit here in the UK anyway, it revolves around a bunch of muscle-ridden rodents who enjoy a spot of rock n' roll, any sport where they can flex freely, and of course riding their motorbikes. But these guys are more than alien wasters. They're here to save Earth from the dreaded Plutarkians who've followed them down from Mars and think Earth might be a nice place to set up a tyranny.

Konami have taken up the license, and, avoiding the temptation to convert it into a platform game, have decided to make it a racing game, exploiting the show's biker angle. There are 30 courses in all packed on to this 8 Meg cart, using five different backgrounds that alter as the game progresses. Players get to pick from six competitors whose vehicles are personally styled and all of which have some special mod-cons.

Players have the option to race alone or against a chum in the split-screen two-player mode. There is also a battle mode and practice mode for those who wish to hone their skills.

There is still quite a bit of work to be done on BMFM, but most of the backdrops are complete and have a high degree of interactivity with the competitors, polluted clouds, exploding manholes, vicious whirlpools and so on, all threatening to interfere with your metal steed.

So far there aren't any details to do with its release, but rest assured we'll keep you informed!

EXCLUSIVE FIRST LOOK

(ABOVE) *Fished from the drink!*

(LEFT) *BLAM! Riders who get hit too many times find their trusty steed exploding!*

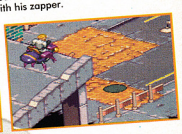
TOP TRACKS

With an absurdity characteristic of Super Mario Kart, the courses in BMFM are full of surprises. There are rollers on the tracks that speed up your vehicle if you manage to hit them at the right time, loads of ramps to make use of, even sewer streams that prove handy at times. But it's not all bonuses. Tracks also contain patches that slow you down, misleadingly tight bends and collapsed bridges to keep racers on their toes at all times.

ROCK AND RIDE WITH YOU

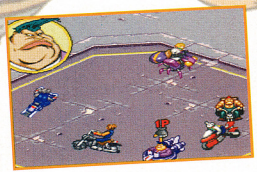
ANARCHY ON THE HIGHWAY

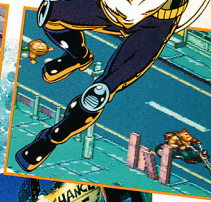
Whether its the climate on Mars or not, one cannot be sure, but both the Biker Mice and their enemies the Plutarkians are very hostile on a set of wheels. Armed with weapons to fire at other racers, it's 'show-no-mercy' in the battle for first place. Each weapon does something a bit different. Some might throw opponents in to a spin, others stun opponents vehicles for a second or two or leave oil slicks. One of the mice even has the ability to fire up his bike - touch him and you're in trouble.



(BELOW) Ugh! This horrible-looking creature is what happens to your rider should the scientist score a direct hit with his zapper.

THREE BLINDING BIKER MICE - FROM MARS!





(ABOVE) *Choose your rider quick, before he pukes!*
(ABOVE RIGHT) *Varoom! Varrooom! K-phut... 'Drat!'*

R BELIEVE IT SWEETHEARTS

SHOPAHOLIC

Like other racing games, BMFM comes with a facility that enables you to improve your machine. Only by earning money in races can a player get the cash to pay for the improvements. There is the potential to jazz up the engine, tyres, armour and shot range and accuracy. The better the customisation you want though, the bigger bucks it costs. That's life eh!

R SUPER NES!

Even the most outrageous of sight gags performed by Tiny Toons' Buster and Babs Bunny, no relation, cannot possibly shock to the core because they are so cute – though don't tell that to Buster. Yakko, Wacko an Dot – aka the Warner Brothers, and sister, don't have this problem…

Each week on ITV the Warner brothers entertain with wince-inducing slapstick and a superb delivery of up-to-date one liners. Creating havoc around the sound stages of the Warner Bros studio, the trio are thoroughly enjoying their freedom after being locked away since their creation in the 1940s. Now one player has the chance to join in their fun when 'Animaniacs' is released for the Super NES this Christmas.

ALL THE WORLD'S A SOUND STAGE

Charging through the Warner Bros studio is fun for a while, but the Warner Brothers (and sister) soon realise there's much more to exploit in each of the sound stages.

(RIGHT) *The very sight of the mad-cap Warner clan is enough to make this nervous technician bolt for his sanity.*

(BELOW) Fantasy
The white rabbit of 'Alice in Wonderland' fame scoots through an enchanted forest with the Warner Brothers, and sister, in hot pursuit. This section is a big test for the reflexes as the frantic family take to the air riding broomsticks and are called upon to dodge trees whilst travelling at speed! Later the trio are seen riding the back of a Chinese water dragon. Dragon jockeying isn't easy, especially when the beast ducks beneath the surface of a poison lake!

(ABOVE) Studio HQ
This is where the Warner Bros VIPs hang out. This is a great opportunity for the guys to make trouble, and a reputation for themselves in the process.

(RIGHT) Sci-Fi
Shiver! Alien face-huggers hatch from eggs then scuttle about the rocky crags. They move fast, so the Warners have a tough time dodging the ugly critters as they leap to knock their prey off the high ledges. In the second stage of the Sci-Fi level gigantic bowling balls force the Warners to perform daring leaps at only a split-second's notice!

WARNER BROS' WACKIES

EXCLUSIVE FIRST LOOK

THE AMAZING WARNER BROTHERS

Animaniacs isn't the usual platform farel. The Konami R&D department have really brought them to life on the Super NES. Here are just a few examplesto illustrate how this is achieved:

★FAST-PACED INGENIOUS GAMEPLAY
★HILARIOUS NON-STOP ACTION

(BELOW) *Not all the eggs contain ugly aliens!*

(BELOW) *Yakko is caught!*

(ABOVE) *This director is pretty nonplused about having a plant pot smashed over his head. Still, that's what plant pots are for - isn't it?*

VAMOOSE!

The Warner troop are in constant danger of being captured by a portly, bad-tempered security guard. Each member of the Warner family accounts for one of the player's chances at elevating the Warner's name to super stardom. Once they're all caught it's game overl.

(RIGHT) *Wacko is love-struck by this beautiful nurse, mid-way through the Studio headquarters tour.*

STAY TOONED FOR THE ANIMANIACS REVIEW, COMING TO NMS SOON!

(LEFT) *Yakko enjoys launching into the old boot-up-the-backside routine. This R2-D2 look-a-like squeals its appreciation by dropping valuable coins.*

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IN PROGRESS

SUPER NINTENDO ENTERTAINMENT SYSTEM

You've watched the cartoons - every single one of 'em probably - bleary-eyed on Saturday mornings during some awful kiddies' show. You've tried to sing along to the, ahem, "catchy" theme tune, only to discover there's always one bit you don't know the words to. You've witnessed the marketing machine gearing up for the hype of the Spielberg-produced movie. Heck, you probably succumbed to it all went to see the thing - I know I did! And now here you are, Flintstones ice pop firmly in your hand, wondering just when the video game tie-in is going to appear. Fortunately, thanks to Sony Imagesoft and Ocean, the imaginatively-titled Flintstones game is imminent and is looking pretty good too. The game follows Fred as he climbs, bowls, puzzles and generally blunders his way across the numerous stoneage platform landscapes of Bedrock and surrounding areas in a plot only loosely based on the film script - but why let a small thing like that get in the way of a decent game?

(LEFT) *Place the rock in front of the contraption, jump on top of it and, presto, the rock spangs off for no earthly reason - good innit?*

YABBA DABBA BLIMEY!

The first thing to hit you inThe Flintstones game is the sheer quality of the graphics. Rather than go for a simple flat-colour approach, as used in the original cartoons, the developers have decided to go for the more cinematic look of the movie with very impressive results - the main sprite of Fred looking for all the world like a digitised miniature of actor John Goodman who plays Fred. All this is no surprise when you look at the huge modern-stoneagestyleguide (as it is indeed called) the developers had to adhere to rigidly when designing the game. Heaven forbid they should upset Hanna and Barbera, worse still Steven Spielberg!

(ABOVE SEQUENCE) *Fred must get to the higher platforms before the lava singes his butt - and this is how he does it. Yawn....*

(LEFT) *This is the screen you see when you've really chuffed things up. Funnily enough we got to see rather a lot of it - gameplay's not quite there yet. Ahem!*

(ABOVE) Don't call him bignose or you won't get to see any of the marvellous options otherwise at your disposal.

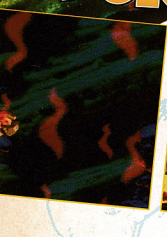
EXCLUSIVE FIRST LOOK

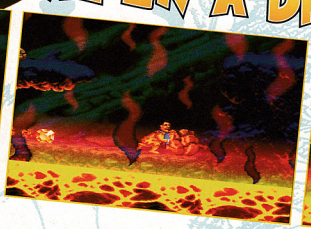
AGE SPIELBERGIAN SOUNDS! JURASSIC GRAPHICS! FAT BLOKE IN A DRESS!

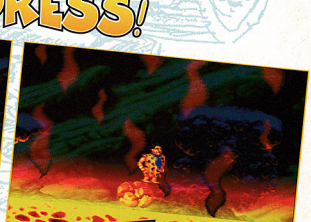
BOWLED OVER

Mastermind he ain't, but one area where Fred really does excel is in Ten Pin Bowling. Naturally, this talent is put to good use in the game where it becomes one of Fred's main forms of attack - and a good one at that. However, stoneage pockets aren't nearly as sophisticated as our modern ones and can only hold three bowling rocks at a time, so cautious use of said stony projectiles is advised at all times. Also, as fans of the cartoon will testify, Fred takes a fair while setting his shots up leaving him vulnerable to attack. You have been warned!

(ABOVE) Fred'll do anything for an oversized Pteradactyl wing. The fat sod!







WHAT THE ROCK'S GOING ON?

Fred Flinstone is the kind of guy who prefers to think with his fists, so it comes as something of a surprise when he is asked to flex his intellect in certain parts of the game. The Fire Pit stage, for instance, sees our rotund hero pushing rocks around the platform stages. Not the brainless activity it first appears, you see certain parts of the landscape are inaccessible with Fred's rather lame leap so the rocks must be placed correctly. There are also the bizarre stoneage catapults in the Jungle stage that, if triggered correctly, set off vital chain reactions. It's all a bit to much for the poor cretin really!

(LEFT) Perhaps more interesting, this is the bit you get to see when you've run out of credits. Funnily enough we saw a lot of this too.

SUPER GAME BOY

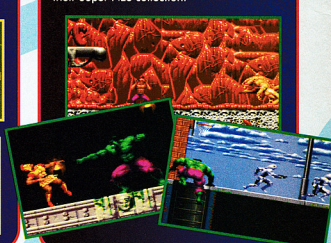
BY: NINTENDO
FORMAT: SUPER NES
NMS RECOMMENDED

It's here and it's cool. The Super Game Boy is Nintendo's latest piece of hardware which allows Super NES owners to play Game Boy titles, in colour, through the television. Excellent games such as Link's Awakening, Warioland and Kirby's Pinball are better enjoyed through the big screen, yet there's more exciting stuff to come. Donkey Kong '94 is the first title to take advantage of the specialist areas of the hardware, surrounding the action with a coin-op style border with Hudson Soft's 'Bomber Man GB' and 'BC Kid II' due this November. Plus there's a huge library of older titles available for bargain prices everywhere you look. Excellent or what!

THE INCREDIBLE HULK

BY: US GOLD
FORMAT: SUPER NES

Everyone marvelled at the good-looking, superbly playable Alien III last year and the same development team - Probe - are responsible for this interpretation of the Incredible Hulk. Marvel Comics have also played a very important role in making the Hulk behave more or less how he ought to. The result is a powerful, platform beat 'em up in which the Hulk uses his fists to break down walls as well as enemies on his way to a rendezvous with The Leader. A strategic element is introduced whenever Hulk reverts to the form of Bruce Banner, allowing for the discovery of secret passages and useful collectibles. The whole package works quite well, but it is mainly Hulk fans who stand to benefit from adding this to their Super NES collection.



SMASH TENNIS

BY: NAMCO
FORMAT: SUPER NES
NMS RECOMMENDED

Easily the best Tennis game available for the Super NES. Smash Tennis is four-player compatible, features beautiful visuals and superb sound effects. It plays perfectly and is available now. What more is there to say except that Andy still prefers Super Tennis, the daft old sod!

JUNGLE BOOK

BY: VIRGIN
FORMAT: SUPER NES

Outstanding animation in their platform games is Virgin's trademark. Jungle Book re-asserts this reputation. The game is pretty standard but the fluidity of control and the advantage of a wonderful soundtrack to swing things along makes everything worthwhile.

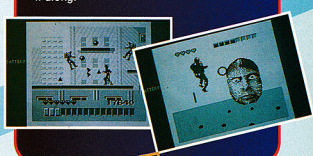
OUT NOW

SUPER TURN AND BURN

BY: SONY
FORMAT: SUPER NES
The fever for air-combat simulators is not so hot at the moment, so even a reasonably competent one such as Turn and Burn isn't about to singe many eyebrows. Still, if piloting a jet-fighter is your bag Super Turn and Burn is the best around. It's better than Super Air Diver at any rate.

THE LAWNMOWER MAN

BY: SONY IMAGESOFT
FORMAT: GAME BOY
An interesting take on the Lawnmower Man theme, this Game Boy title presents two distinct game-styles in one cart - 3D flying sections that supposedly take place in Cyberspace, and more traditional, side-scrolling platform action. Forget the film, that's if you already haven't, this is an interesting game in its own right without the need of a tired old film license to help it along.



SUPER BATTLE TANK II

BY: SONY
FORMAT: SUPER NES
Super Battle Tank with knobs on. Undertake a whole new series of missions (hurrah!), add machine-guns to your arsenal (whey-hey!) and take advantage of the new view-points available. Whoopee.

DONKEY KONG 94

BY: NINTENDO
FORMAT: GAME BOY
NMS RECOMMENDED
Now this...is...EXCELLENT! Mario experiences déja-vu for a short time then embarks on the most colossal of rescue missions. Pauline, Mario's girlfriend, is kidnapped by Donkey Kong who stops at nothing to keep her away from the attentions of our careworn plumber. The chase take place through nine levels of intricately designed platform/ puzzle scenarios in which Mario is forced to negotiate the safest route to his loved one, all the while searching for a key to unlock the cage in which Pauline is imprisoned. It's worth buying a Super Game Boy for this game alone.

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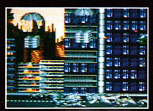

SUPER NINTENDO ENTERTAINMENT SYSTEM

PAL VERSION

ocean

SONY ELECTRONIC PUBLISHING

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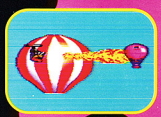
WOT-A-BOY!

IF IT'S RAINING... NO PROBLEM... HE CAN DODGE TROUBLE, GIVE IT THE HAMMER OR MOVE LIKE A ROCKET! IT'S NOT ALL HOT AIR, JUST LOOK AGAIN. IS IT A BIRD? IS IT A BRICK? NO IT'S...



JELLY BOY

GAME BOY

ocean

SUPER NINTENDO ENTERTAINMENT SYSTEM

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